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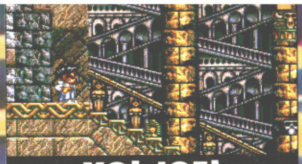
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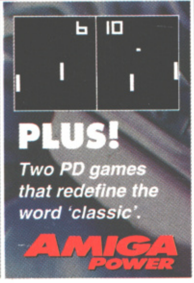

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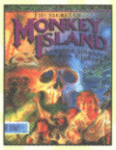
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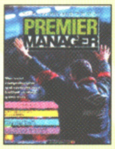
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AMIGA POWER
ISSUE 28 AUGUST 1993

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COVER ILLUSTRATION: **Electronic Arts**
COVERDISK COMPILED BY:
Grants Computing

EDITORIAL & ADVERTISING
Amiga Power,
Future Publishing Ltd,
30 Monmouth Street,
Bath BA1 2BW
Tel 0225 442244
Fax 0225 446019

SUBSCRIPTIONS
Cary Court, Somerton, Somerset
TA11 6TB Tel 0458 74011

AMIGA POWER IS PRINTED IN THE UK

A member of the Audit Bureau of Circulations
ABC Registered circulation
50,222
July – December 1992

This month's special pro-celebrity edition of AMIGA POWER comes to you from Future Publishing, home of AMIGA POWER. Of course.
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10 ELWOOD BLUES AND HIS ITEMS OF NEWS
Our man in a dark brown overcoat (but that's another story), Dave Green goes in search of the hottest news and most scurrilous gossip in the Amiga world.

14 BILLY SMART AND HIS GALLUP CHART
After last month's fiasco, I think it's best if we just say 'These are the charts pages' and leave it at that, okay?

16 PATRICK McGOOHAN (DOES A BIT OF PREVIEWIN')
Some rough sketches of forthcoming games scribbled on the back of a cigarette packet and seven pages of drinking stories. Or possibly previews of *Jurassic Park*, *Overdrive*, *Bubba 'N' Stix*, *One Step Beyond* and more. Yeah, right.

47 NICHOLAS CAGE AND HIS COMPETITION PAGE
Your monthly chance to win stuff. Fancy a VIP trip for four to Alton Towers? Good.

48 FAMOUS EGYPTIANS, WITH A PAGE OF SUBSCRIPTIONS
Tutankhamen, King of Kings, says: "Your last chance to save money and get *Body Blows* or *Superfrog* for FREE. Maybe."

52 DAVID SOUL – HE'S GOT COMPLETE CONTROL
More *Lionheart* tips tomfoolery, *Arabian Nights* complete solution (part one), and the inimitable Rich 'not Jonathan Davies' Pelley and his magical all-new Last Resort.

64 ELIZABETH ARDEN AND HER SECRET GARDEN
Buy stuff. Sell stuff. Speculate to accumulate. Greed is good. The free market must – sorry, where was I again?

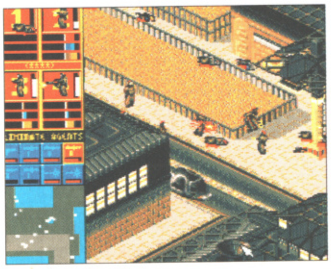
82 RODNEY KING AND HIS DO THE WRITE THING
Letters pages. Not written by Rodney King at all, but by you, the readers. Sorry.

88 ALLY SHEEDY AND HER COLUMN OF PD
This wasn't one of our better ideas, was it?

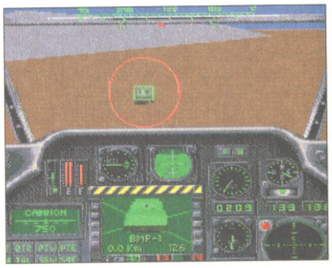
91 SYDNEY DEVINE AND HIS BIG BOTTOM LINE
It's nobody's child! Your favourite country-and-western singing buyers' guide, in full glorious NICAM stereo. (Not all areas).

98 ER, SOMEONE-OR-OTHER AND THE ER, RIGHT PROFILE
Oh sod. We can't think of anything at all that rhymes with 'The Right Profile'. It's got Violet Berlin in it anyway. Phwoar, eh lads?

GAMES OF THE MO

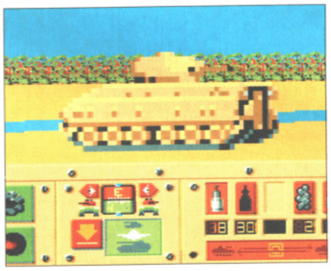


SYNDICATE
Featuring our submission for the Biggest Screenshot Of The Year.
Page 28

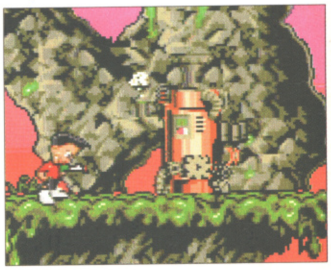


GUNSHIP 2000
...Stirling Albion nil. Er, no. Doesn't work so well, does it?
Page 34

YO! JO
Another g
another f



WAR IN THE GULF
It's a war! It's in the Gulf! It's a war in the Gulf! It's *(Snip! – Ed)*
Page 40



GLOBAL GLADIATORS
Toxic Mutant Cheeseburgers From Hell! Or something.
Page 42

DUNE 2
Or *Sim C*
guns. Bu

BLACK TO THE FUTURE

The sinister futuristic world of 'cyberpunk' – it's just as relevant today (if not more so!) as it was when it was invented ten years ago. If you want to know what *Syndicate's* all about, then just turn to

P32

THE SHAPE OF THINGS TO COME PAGE 16

Previews done the old-fashioned way, including never-seen-before screenshots of Ocean's *Jurassic Park!*

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THE SECRET GARDEN P64

Another two pages of opportunities to interact meaningfully with other elements of our pan-global fellowship of readers. Or possibly just sell them some old games and bits of hardware that you don't really want any more. For cash.

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STUART WOULD JUST LIKE TO SAY: 'Describe the truth as a yellow lifeboat.'

JACQUIE WOULD JUST LIKE TO SAY: 'I don't want to pay £190 to sleep in a garage.'

TIM WOULD JUST LIKE TO SAY: 'It's so hot, even the flies are fainting.'

MARK WOULD JUST LIKE TO SAY: 'It looks like someone set off a breakfast grenade.'

DAVE WOU

LISA WOUL

OVER 300

GAMES RATED IN EVERY ISSUE!

MONTH

YO! JOE!
Another giant screenshot, another fabulous game.
Page 37

DUNE 2
Or *Sim City In The Desert*. With guns. But no Sting, thankfully.
Page 44

A DIRTY GREAT BIG BLUE BOX WITH NOTHING EVEN SLIGHTLY INTERESTING WRITTEN IN IT WHATSOEVER

Just to see if you're all paying attention, really...

NEXT MONTH

Next month's AMIGA POWER goes on sale on the Glorious 12th of August. Yeah, right. Go tell that to a grouse. Well, don't, because it won't know what you're wibbling on about, and *(Snip! – Ed)*

WIN! A TRIP TO ALTON TOWERS P47

DAVE WOULD JUST LIKE TO SAY: 'When do we get to talk about *my* needs?'

LISA WOULD JUST LIKE TO SAY: 'I want to be 13 again.'

GAMES REVIEWED THIS ISSUE

AUGUST

FULL PRICE

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PUBLIC DOMAIN

City Defence ----------- 88
Megaball ---------------- 88
Ouch! --------------------- 88
Solitaire Sampler ----- 88

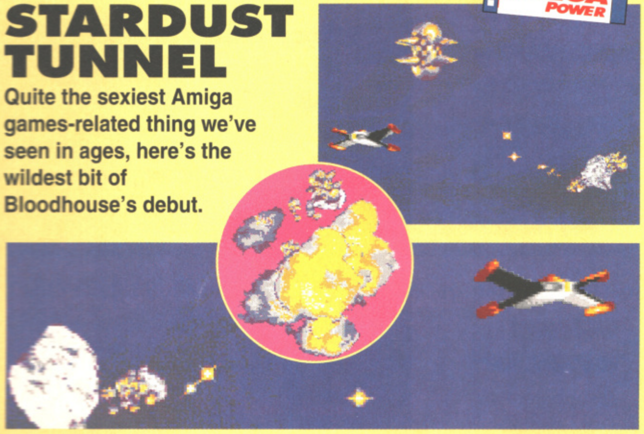
Far be it from us to boast, but we think we've done it again with this month's coverdisk – FOUR fab things, including (quite literally) the mother of all arcade games. But don't listen to us (well, apart from reading the instructions bit, obviously) – just try 'em out for yourself...

disk 28

INTRODUCING DISK 28

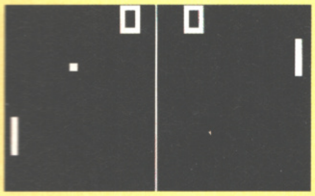
STARDUST TUNNEL

Quite the sexiest Amiga games-related thing we've seen in ages, here's the wildest bit of Bloodhouse's debut.



FORMULA 1 CHALLENGE

Team 17 turn their hand to sprite-based racing antics. Do they pull it off? Play our exclusive track demo and judge for yourself.



PONG

What more can we possibly say about the game that launched a thousand, er, other games? Nothing, that's what.

DIAMOND THIEF

Who needs an Apple Mac? Well, we do actually, otherwise we wouldn't be able to do the mag.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 28, DisCopy Labs, PO Box 21, Daventry NN11 5BU. NOT here to AP. We'll only ignore you, rudely.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- *Stardust* and *F1 Challenge* are one meg only. You've still got a 512K machine? Oh come on. You're kidding, right?
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 28 Returns
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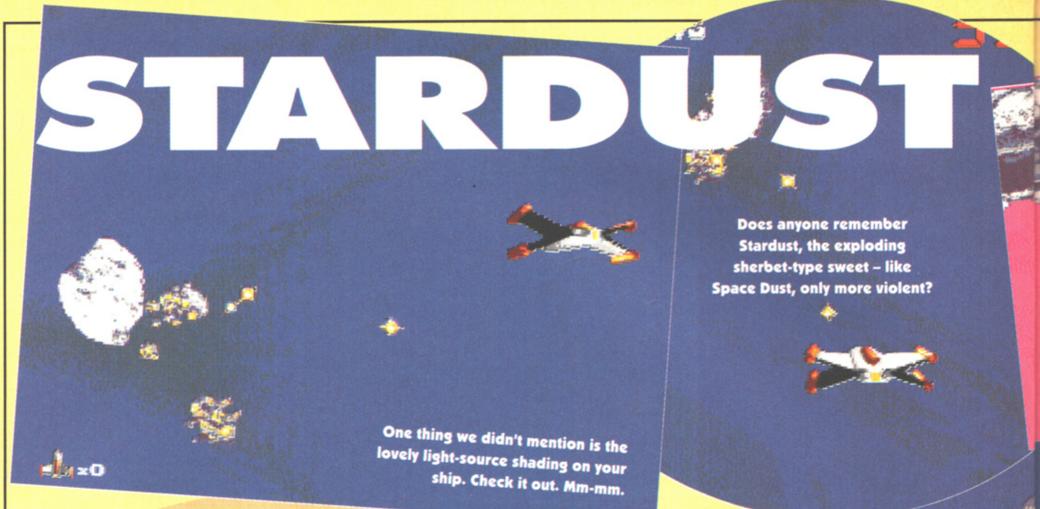
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but not very hard. So send it to DisCopy Labs. Please.

STARDUST



One thing we didn't mention is the lovely light-source shading on your ship. Check it out. Mm-mm.

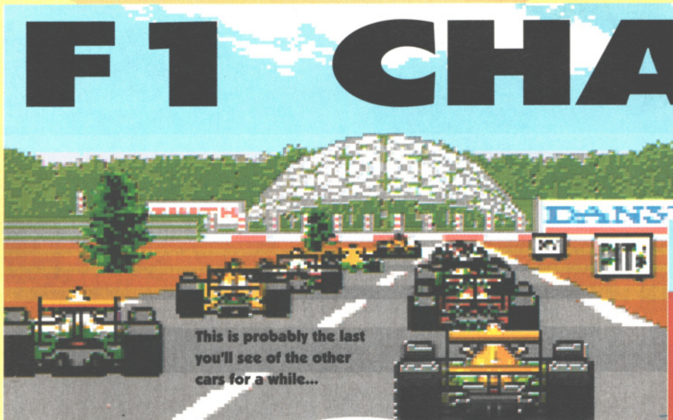
Does anyone remember Stardust, the exploding sherbet-type sweet – like Space Dust, only more violent?

Authors: Bloodhouse

This debut release from a new Finnish team (previewed last month, and due out any day now at a recession-busting – but firmly non-budget – £16.99) promises all manner of arcade shoot-'em-up thrills in an *Asteroids*-y vein, but there's a bit more to *Stardust* than rotate, thrust and fire. Not least this breathtaking tunnel sequence, where some of the best Amiga 3D you'll ever see (in fact, some of the best 3D you'll ever see outside of real life full stop – the Super NES just can't do this, fancy extra chips or not) combines with a frightening all-out assault on your health by a veritable storm of spinning silver space rocks and indestructible (but exceptionally dangerous) explosive mines.

Just like reality, you only get one life, and if you're still going to have it at the end of the demo you're going to have to survive over 4000 distance units of full-on in-your-face asteroid terror with nothing to help you save for your trusty cannon, which will make short work of any rocks you manage to stay still long enough to draw a bead on. It's not easy (in fact, none of this month's coverdisk games are, but AMIGA POWER isn't a magazine for gaming wimps), but even if you don't make it to the end, you'll have a pretty thrilling time trying. And if there's any programmers out there, how *do* they do that scrolling background? Wow.

F1 CHALLEN



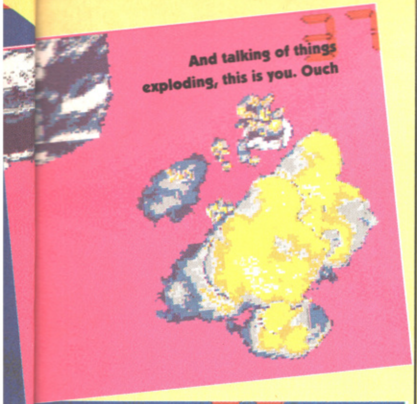
This is probably the last you'll see of the other cars for a while...

Authors: Team 17

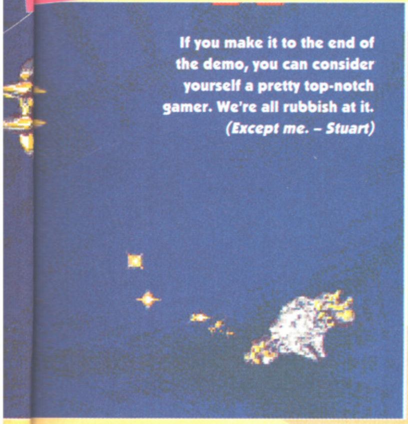
Payola! It's back!

You! Love! Them! Yep, those Wakefield boys certainly seem to be the punters' pals, so you should all be thoroughly delighted to see this demo of their latest 'product', a sprite-based racer in the style of *Continental Circus* and all that sort of stuff. *F1 Challenge* is going to be one of Team 17's celebrated low-price originals, but you can try it out on this exclusive-to-AMIGA-POWER track before you risk even the piddling £10.99 it's going to cost when it hits the shops very shortly.

The plot underpinning the driving action involves a complex and baffling sequence of events, beginning in a small jewellers' shop in Lausanne, Switzerland and taking in high-tension espionage thrills over a variety of glamorous international locations before culminating in a sex-drenched gun battle near Buckingham Palace in which Samurai-trained members of the Household Cavalry draw their weapons and defend the honour of Princess Di against a horde of rampaging Vatican Guards from a parallel dimension who've been driven mad by psychoactive trace chemicals planted in their water supply by a former member of the KGB with a grudge against – oh, okay, it doesn't. It's a racing game. Press fire to go fast, don't crash into billboards, and overtake all the other cars. Alright?



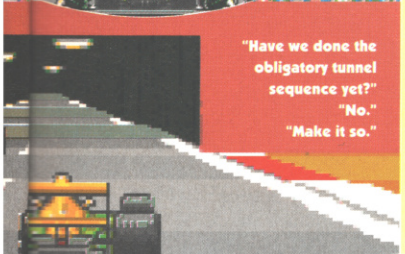
And talking of things exploding, this is you. Ouch



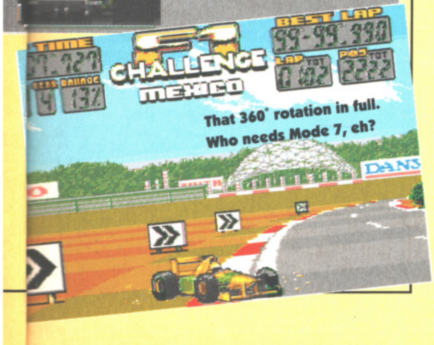
If you make it to the end of the demo, you can consider yourself a pretty top-notch gamer. We're all rubbish at it. *(Except me. – Stuart)*

NGE

It's (nngh) the pits!

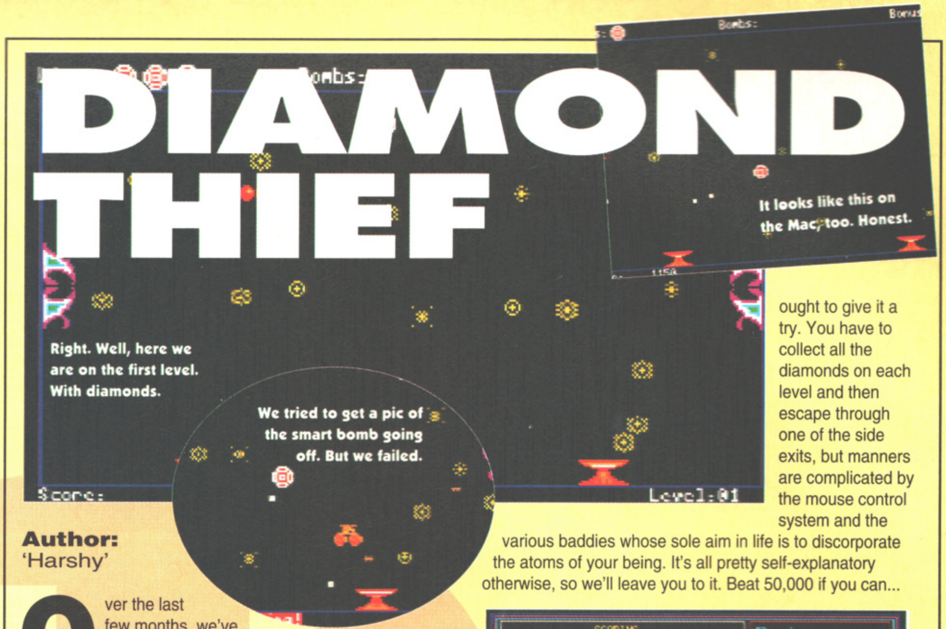


"Have we done the obligatory tunnel sequence yet?"
"No."
"Make it so."



That 360° rotation in full. Who needs Mode 7, eh?

DIAMOND THIEF



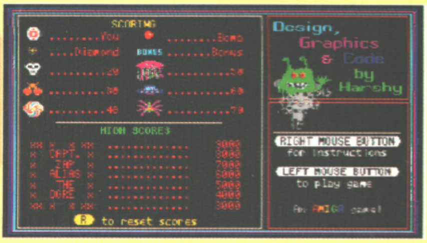
It looks like this on the Mac, too. Honest.

Right. Well, here we are on the first level. With diamonds.

We tried to get a pic of the smart bomb going off. But we failed.

Author: 'Harshy'

Over the last few months, we've made a conscious effort to use the coverdisk to bring you the games we've been playing ourselves in the AP office. You'd probably be really disturbed if you knew how much time's been spent playing *Pong* (especially by staff from PC and Super NES magazines coming down to unsuccessfully challenge us at it), but the other thing which has grabbed our attention is this conversion of a near-legendary Apple Mac game called *Crystal Quest*. Like the Mac original, *Diamond Thief* doesn't look like much, but it's a curiously absorbing and tricky game once you get a couple of levels in, and you really ought to give it a try. You have to collect all the diamonds on each level and then escape through one of the side exits, but manners are complicated by the mouse control system and the various baddies whose sole aim in life is to discorporate the atoms of your being. It's all pretty self-explanatory otherwise, so we'll leave you to it. Beat 50,000 if you can...



SCORING
You
Bomb
Diamond
BONUS
Bonus
HIGH SCORES
CAPT.
ZAP
ALIAS
THE
OGRE
R to reset scores
Design, Graphics & Code by Harshy
RIGHT MOUSE BUTTON for instructions
LEFT MOUSE BUTTON to play game
An AMIGA game!

Who is the mysterious Captain Zap? We should be told.

PONG

Author: Claudio Buraglio

Yeah, yeah. We know. But play it. Trust us. Here's the control keys you'll need:

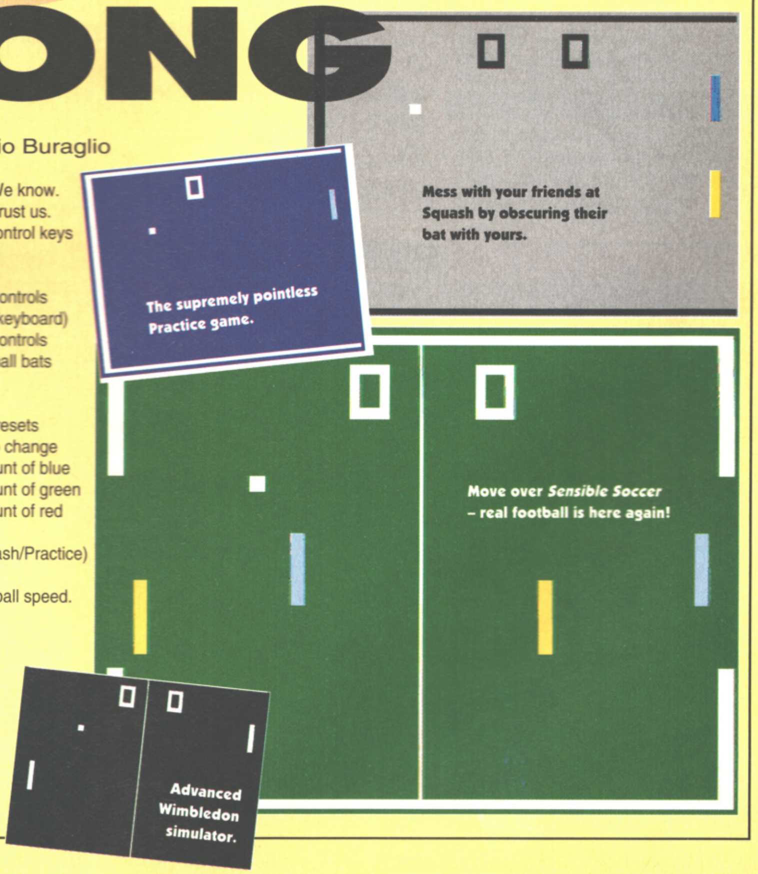
F1 – cycle Player One controls (mouse/joystick/paddle/keyboard)
F2 – cycle Player Two controls
F10 – select large or small bats
Del – reset score
Esc – quit
Help – change colour presets
[and] – select colour to change
Keypad **1-3** – alter amount of blue
Keypad **4-6** – alter amount of green
Keypad **7-9** – alter amount of red
Space – change game
(Tennis/Football/Squash/Practice)
+ and **–** on keypad
– increase/decrease ball speed.

Player one keys:

Left Shift – up
Left Alt – down
Ctrl – serve

Player two keys:

Right Shift – up
Right Alt – down
Return – serve.



Mess with your friends at Squash by obscuring their bat with yours.

The supremely pointless Practice game.

Move over *Sensible Soccer* – real football is here again!

Advanced Wimbledon simulator.

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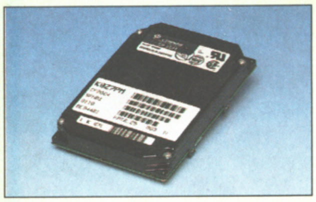

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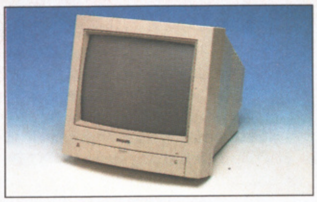

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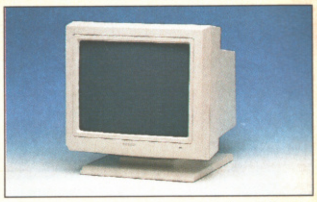

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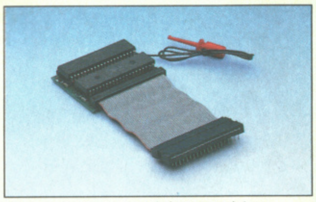

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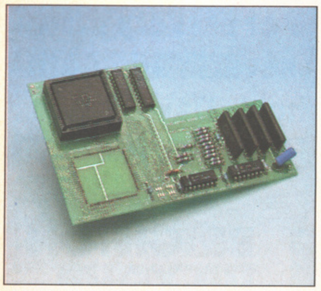

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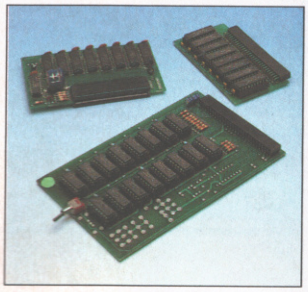

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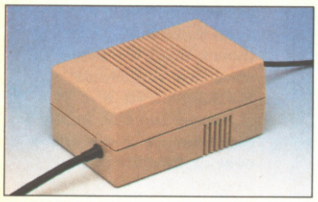

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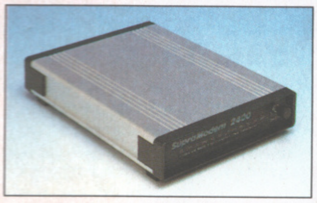

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TRUE STORIES

with Dave Green

You got it! All the news, views and big canoes from the world of Amiga games, lovingly shoe-horned into four hyper-intense pages containing tales of bravery, rumours of doom, and several accurate release dates. I'm your host, Dave Green. And I hope you enjoy my... TRUE STORIES!

ON THE CAMPAIGN TRAIL

Campaign – it's such an excellent war game that enthusiasts have been literally 'campaigning' for Empire Software to do another one. (Clever wording, I know. Cheers.) And now the fans' wishes have been answered, in the form of not only a Special Edition Mission Disk (out now) but also a full-blown sequel – coming up for release this October.

The Mission Disk gives you 25 "stunning maps" for use in conjunction with the standard *Campaign* game disks. The new missions cover most of the major land conflicts of World War 2, from Northern Europe to North Africa, with all the attention to detail and involving strategy that made the original *Campaign* campaigns such a hit in the first place. And it's only £15.99, which can't be bad.

But let's face it, World War 2 is hardly state-of-the-art any more, a criticism which Empire are addressing in their sequel, tentatively titled *Campaign 2*. As well as adding modern tanks, jet aircraft, helicopters and the other high-tech trappings of contemporary warfare, they've called in some military experts to advise on the strategy side, all with the aim of making it "even better" than the first one. We haven't got any details on price for the sequel yet, but you can be sure we'll be telling you when we do.

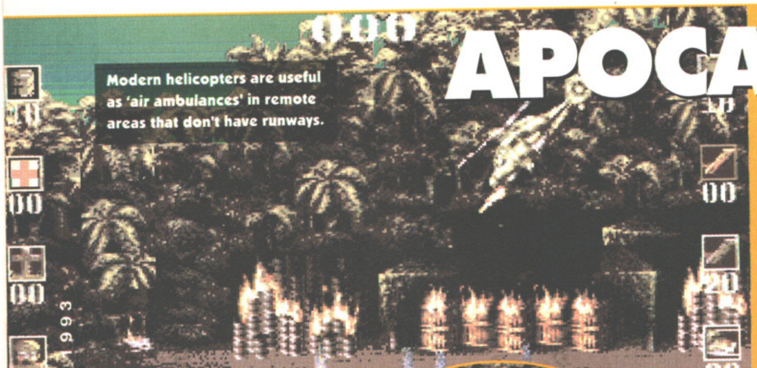
First there was *Campaign*. And now there is some more of it, as well as another one.

BRIGHTON UP YOUR DAY!

If you're ever down in East Sussex (or, heck, if you're even lucky enough to live there), there's a brand new shop that you should certainly check out.

Run by the BCS mail order people, you'll find it over on Ditchling Road (number 295 to be exact) in Brighton, where they'll be selling a whole range of Amiga hardware, software and consumables – and all at bargain mail order prices. Plus there's quite a nice beach nearby. What more could you ask for?

APOCALYPSE SOON!



Modern helicopters are useful as 'air ambulances' in remote areas that don't have runways.

They also make ideal aerial gunships. Hahahaha! Boom!

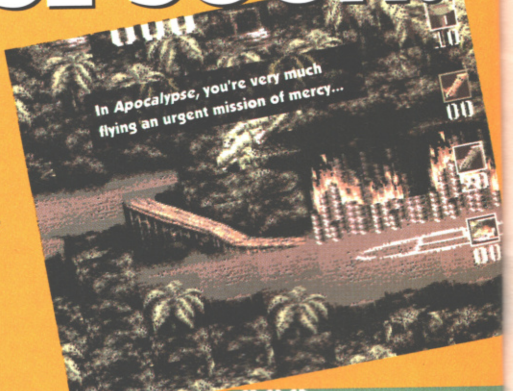
It's the game that would not die – after over a year of speculation, Mirrorsoft's chopper-tastic gun-frenzy *Apocalypse* is (at last) being released by Virgin. And it looks like it should be well worth the wait.

Originally described in (numerous) 1992 AP back issues as "combining the best aspects of *Defender, Choplifter* and other old favourites", *Apocalypse* puts you in charge of a helicopter gunship that swoops and churns over a hostile landscape, laying waste to the enemy and rescuing stranded prisoners-of-war – though, as luck would have it, you can 'accidentally' shoot friendly troops too. Ho ho.

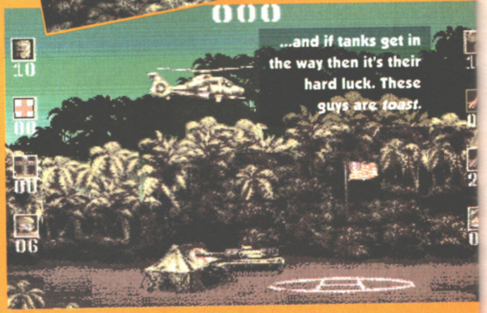
Adding to the on-screen super-parallaxing mayhem, the finished version promises the sampled sounds of heavy machine gun fire, multi-layered explosions, roaring flames and, er, screams. And no doubt you'll be hearing plenty of those, thanks to the "fearsome firepower" options, which include rockets, firebombs and heat-seeking missiles. A real bargain for just £30.99, huh?

But it's not just fans of helicopter death who'll be pleased with Virgin's current release schedule. Equally eagerly-awaited in certain circles are A1200 versions of those green-baize classics *Jimmy White Snooker* and *Archer Maclean Pool*, now not just compatible with the AGA machine but quite a bit enhanced in the colours-on-screen department too.

So when can we expect all these treats to materialise? Well, "the end of July" is the date that's being confidently bandied around by Virgin's PR people, and who are we to say any different?



In *Apocalypse*, you're very much flying an urgent mission of mercy...



...and if tanks get in the way then it's their hard luck. These guys are *toast*.

THE SUN SAYS...

"Buy a computer, not a console." That's the verdict of Sun columnist Michael Bull, speaking in the computer trade paper CTW on the subject of The Sun's stance on high console game prices. "We're pointing out all the benefits of a computer," he continues, "the greater range of software, the cheaper prices of games, and the fact that you'll be getting used to... something that may be genuinely useful in later life." Well, we couldn't have put it better ourselves, Mike, though of course we'd have used the word 'Amiga' instead of 'computer' because it's frankly the only games computer worth owning. Right kids?

SHOPPING WITH SONY

Top Japanese electronics'n'entertainment conglomerate Sony liked *Lemmings* so much that they bought the company. Yup, zany Liverpool-based softies Psygnosis have recently been 'acquired' by Sony Electronic Publishing, a subsidiary of Sony Software Corporation – which is itself a subsidiary of Sony USA Inc *(Tch. Multi-national corporations – next thing you know they'll be taking over the world! – Ed).*

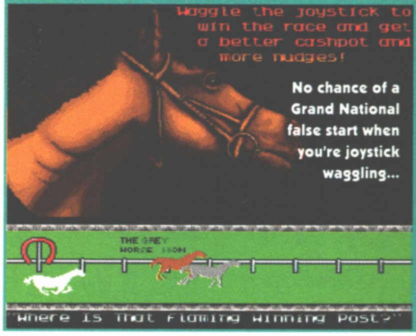
The good news is that Psygnosis will still be marketing and distributing Amiga software (including the up-and-coming *Creepers* and *Innocent – Until Caught)* on their own label, as well as doing the CD stuff that Sony seem to be more interested in. But the better news is that, as part of Sony, Psygnosis will probably be doing the licences of films from Columbia TriStar (also part of the Sony 'family') – films like Dracula, Cliffhanger and this summer's sure-fire Schwarzenegger blockbuster, The Last Action Hero. So it would seem that we're now much more likely to see Amiga floppy versions of all of those. Hooray for that, eh?

WINNING WAYS

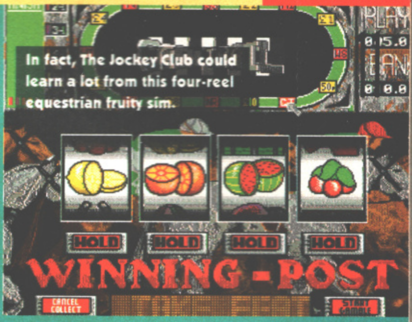
New from Mental Image – it's *Winning Post,* a fruit machine simulator based around horse racing. And if you think *that* sounds bizarre, how about if we tell you that it also features a couple of sub-games, including an *Amidar/Painter* clone, and a sort of snake thing that's part of a hidden scrolling demo section? Oh, we just have. Damn. We could have saved that for later.

Hmm... sub-games. It's usually at this point that single-drive owners start shaking their heads and muttering the phrase "excessive disk swapping" under their breath. But this time they're wrong, because all of *Winning Post* fits onto just one (count it!) floppy with the very barest minimum of disk accessing, let alone swapping.

The game's pretty much finished, but you can't get hold of it yet, because Mental Image (the guys behind those fabbo compilations *Mental Image Games Disks 1* and *2)* haven't quite decided how to release it. However, we suspect it'll probably come out at some sort of mid-price point in the early autumn. So you'll just have to 'hold your horses' until then. Clever wording, I know *(That's enough. – Ed).*


Waggle the joystick to win the race and get a better cashpot and more nudges!
THE GREY HORSE MON
"Where Is That Flaming Winning Post?"

No chance of a Grand National false start when you're joystick waggling...



In fact, The Jockey Club could learn a lot from this four-reel equestrian fruity sim.

TOXIC ADVENTURES

Submit to the pain! *Total Carnage,* the wildly excessive sequel to the classic Williams coin-op *Smash TV,* is coming to the Amiga. And soon.

The company behind the conversion are ICE, whose Stuart Bell told us that the Amiga version will be "just like the coin-op". Now, for those of you who haven't yet encountered the unabashed slaughter of the world's wildest arcade game, we'll just tell you that it's basically *Smash TV* all over again – only bigger, more violent and, astonishingly, even more intense. The scenario is that Captain Carnage and Major Mayhem (not, one suspects, the names they were christened with) have been sent to destroy General Akhboob's bio-nuclear facility which he's been using to produce all sorts of hideous toxic creations, including (get this) 'the mother of all boss monsters'.

What this translates to in the coin-op is surely the most frantic full-scrolling shoot-'em-up action around. Now, there have been doubts voiced in certain circles about the anti-social implications of this sort of thing. But fortunately the ridiculously high body count is cleverly balanced by what ICE describe as "a wonderful sense of humour". So that's alright then.

Also on their way from these cool customers are *Akira* (a licence of the cult Japanese 'manga' cartoon), *Axess Denied* (a 3D virtual reality adventure concept), and *Gulp The Guppy* (which appears to be about some sort of fish) – all scheduled for release before the end of the year. But we're most excited about the one that's out in November – *Total Carnage.* We love it!

They say that steroids make you more aggressive. Captain Carnage disagrees.

FLIGHTS OF FANCY

Who'd win in a fight between a World War 1 Sopwith Camel and a modern-day F16? If that's the sort of question you often find yourself asking, then ponder no longer – because MicroProse are coming your way with *Dogfight,* a flight sim that spans a hefty 80 years of combat aviation.

Sure, it isn't really anything new for flying sims to offer a range of aircraft for you to chuck around, but *Dogfight's* pretty unique in that you can pick planes from every era of powered flight, which adds a whole new dimension to the combat sequences. "Will heat-seeking missiles lock onto biplanes, or can the agile Spitfires outmanoeuvre a Sea Harrier?" MicroProse ask, and presumably you'll have to go and buy the game to find out.

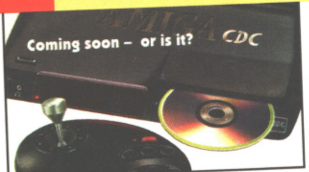
But if you prefer your simulations to draw their inspiration from the future rather than the past, then you might well be more inclined towards *Starlord,* a game that MicroProse like to describe using words like 'pace', 'excitement', 'energy', 'strategy' and, er, 'dogfighting' again. Only this time it's all set in space and you have to skillfully negotiate with other aspiring galactic tyrants in order to take over the known universe before tea-time.

We don't have any price or release date details on either of these yet, but from what we've seen, they look like typically professional fare from the home of extra-realistic simulator software. Even better than the real thing, as they say.

But can you pit this *Dogfight* F15 against...

...this space station (from *Starlord*)? A-ha. Thought not.

What I want to know is: Who'd win in a fight between Airwolf and Blue Thunder? Please write in with your personal theories.



BRAND NEW FROM COMMODORE

Deadlines, eh? Just as the armoured car arrived to take this month's finished AP pages off to the printers, Commodore announced that they were just about to announce another exciting addition to the Amiga range. Will it be the hotly-rumoured CD games console (as *exclusively* predicted in last month's True Stories)? Or will it be an entirely different container of objects – a high-speed 68020-based 32-bit machine retailing at around £600? Well, because they've only just announced that they're going to announce it (if you see what we mean), we don't actually have any idea at the moment. But don't worry, we'll keep you posted as soon as we find out.

STICK WITH THE BEST

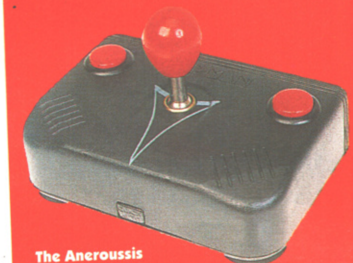
As you can imagine, we get through a lot of joysticks here at the AP office. Manufacturers speak in hushed tones of the legendary 'gamers graveyard' (over in the corner by the filing cabinet), a tragic scrap-heap of torn cables, faulty microswitches and shattered dreams, where we daily toss the sticks that have failed to stand up to the rigours of everyday use.

A joystick that won't be ending up there for a while, however, is the 'Pac-Man' one that we were sent recently from Aneroussis Control in Greece. To describe this stick as 'heavy duty' would be a serious understatement – it's just like the ones you see on arcade games, and should be able to stand up to anything you can throw at it.

At the other of end of the spectrum, meanwhile, is the lightweight (but marvellously customisable) console-style Gamepad from Gravis. It comes with an optional screw-in stick, and no less than four (count 'em!) re-configurable fire buttons – all for around £15.

And if that isn't sufficient controller-related novelty to get your trigger-finger twitching in anticipation, Cheetah are planning to re-launch the trusty old Bug (a long-time AP office favourite) with a selection of sticks, colours and 'chrome eyes', which should please anyone who's concerned about workstation aesthetics as well as nifty gameplay.

Hopefully we should see these three sticks making a big impression over the summer, so look out for them, control freaks!



The Aneroussis 'Pac-Man' – combining rugged good looks with sturdy practicality.

Cheetah's Bug – an old favourite sporting a modern new look for the summer.

The Gamepad from Gravis – classicly stylish lines, and easily modified to your own personal requirements.

CLOSE TO THE EDGE

Future Publishing, barely content with producing the world's finest Amiga magazine (that's this one, as if you needed reminding), are about to launch Edge – a magazine dedicated to the future of videogaming. Edge isn't going to be like other games mags – we can (in all confidence) reveal that you won't have seen anything quite like it before.

So, what'll make it so different, then? Well, for a start, it won't do playing tips, it won't have any covermounted stickers or disks, and it'll only review the 'cream' of video games. Edge will be covering the very best of Amiga, PC, Sega and Nintendo as well as new developments like CD-ROM, 3DO, that new-fangled 'virtual reality' stuff – and beyond.

For the first issue, Edge is looking to hear from the most serious, hardened videogamers around (which is you folks out there). So, if you'd like to tell them about what you think the future will be, maybe nominate your favourite (or least favourite Amiga games), or even just brag about what a super-fine games player you are, write to: Edge, 30 Monmouth Street, Bath, Avon BA1 2BW.

The first issue's on-sale date is August 19th, and, from all reports, it's going to be selling quicker than hot cakes in a cold bakery. Order yours today!

EDGE

Stay close to the Edge – you're going to be seeing this logo around in some pretty strange places. Although you should be pretty safe in your bathroom, say.

CHARITY TOP TEN

Think of something you enjoy – playing video games, for instance. Reckon you could do it ten times? Okay, so why not get yourself sponsored as part of the 'Go Ten For Africa' appeal? Then you can give the money to ActionAid, who help the poorest children, families and communities in ten African countries. All you need to do to get further information is ring their free phone line on ☎ 0800 101093, and then you can do your bit to help. Oh, go on. Please.

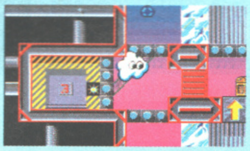
SOCCER KID
DOWN AT THE LOCAL COMPUTER GAME SHOP..........
KRISALIS SOFTWARE LTD.
AMIGA
BOB
COULD I HAVE THE FABBY NEW KRISALIS GAME, SOCCER KID, PLEASE?
?
HERE YOU ARE SONNY!
RIP!
WOW! I GUESS IT'S A GAME OF TWO HALVES!
SOCCER KID IN STOCK
PHIL HACKNEY

AMIGA POWER RECOMMENDS

Last month might not have been as good as this month, but it was still better than, er, some other month that wasn't quite as good.

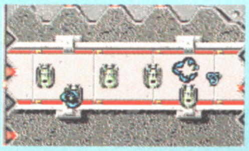
THE LOST VIKINGS (Interplay)

At first glance it might look like just another platformer, but *The Lost Vikings* brings a fresh perspective to a hackneyed genre with a strange co-operative puzzle element that makes for a much more thoughtful experience than you might be used to getting from console-style games. Blimey, using the word 'might' a lot today, aren't we? Anyway, you could probably make some kind of case out for this as a three-player game, with a Viking each for you and a couple of chums, but it's just dandy in solo mode, and certainly the best game with Vikings in it that we've seen for, ooh, a month at least.



MORPH (Millennium)

With *Morph* (previously *Metamorphosis)*, Millennium have come up with their neatest game in quite some time. Like *Lost Vikings* it's a puzzle-based platformer, with something of the look of System 3's beautiful *Putty,* but other similarities to anything at all are hard to find – this is one of the most original efforts we've seen. You control a character that's variously a steel sphere, a rubber ball, a cloud of water vapour and a puddle of oozy liquid and use those abilities to negotiate a series of cleverly-designed hazards. There's an excellent difficulty curve, the odd funny little gag, and, well, it's just really good, alright? Jeez, what a day.



BATTLE ISLE '93 (Blue Byte)

War, eh? What is it good for? Well, we've covered a lot of the ethical ground in that particular debate pretty extensively in recent months, but one thing that can't be denied is that war's the perfect thing to make a game about – that way you get all the mental exercise and strategical thrills without any of the nasty massacres and atrocities that depress us all so intensely. It's ironic, then, that so few computer wargames are any good, but that's not a criticism you can level at this little beauty. A little tidier and a little zingier than the fab-but-flawed first *Battle Isle,* this is the wargame anyone can get into; we strongly recommend that you do.

RODLAND (Kixx)

We've rattled on about how utterly breathtakingly fab this gorgeous platforming romp is so many times in the past that it seems frankly pointless to do it again now, so instead of another tediously righteous diatribe about what a clot you are if you haven't got a copy, let's have some poetry instead. Ahem. "There was a young man from Nantucket/whose..." *(Oh no you don't. – Ed)*

WORLDS OF LEGEND (Mindscape)

"First there was *Legend.* And now there is *Worlds* of it," said AP Production Editor Dave Green is his strapline for the review of this game in issue 26, shortly before a mysterious 'kick in the head' incident rendered him insensible. Still, don't let Dave's mindbogglingly poor grammar put you off investigating this nifty game – the sequel to *Legend,* while being largely more of the same (the original is now available on budget, bargain fans), is superb entertainment, and it'll keep you happy for many a long winter evening. Er, if you hang on for a few months and buy it in the winter, that is.

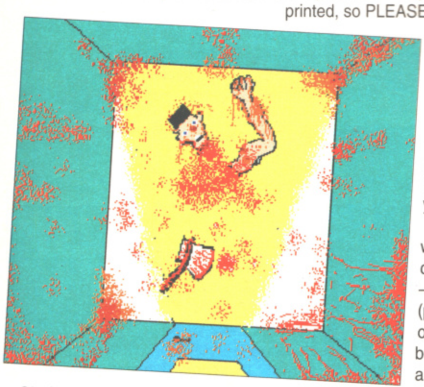
NEW! **WIN UP TO £200 OF FREE SOFTWARE IN...**

IN THE STYLE OF

Hi, punters. Stuart here. In the wake of Dave's slightly supercilious treatment of the last reader who sent us their own interpretation of our popular 'In The Style Of...' feature, I've taken over the mailbag in that particular department, so let's see what we've got. Ah, here's a nice chunky letter postmarked 'London'. What's inside, I wonder...

Dear AMIGA POWER crew,
I have written exactly six letters *(What, in your life? – Ed)* and not one of them has been printed, so PLEASE print this. Me and Linda are great chums, so I'm sure if you show her this letter she'll ORDER you to print it. *(I've never seen this man before in my life. – Linda)* Now I'm not a scrounger or anything, but I could be forced into receiving a £100 software prize from you chaps, eh? Nudge nudge.

In case you're wondering what this 'drawing' I 'drew' is called *(Shown here on the left. – Ed)*, here's the title: Stuart (ponce) Campbell in the style of, Dead! Yes, the man with a body too small for his head and a head like *(Snip! – Ed)*



Oh dear.
Score: 0/10.

If you'd like to try and WIN UP TO £200 OF FREE SOFTWARE! (we'll give you £20's worth for every point out of 10 your picture scores) by exercising your Oscar Wildean wit on a member of the AP team, or by the slightly more likely-to-succeed method of drawing your own picture of an Amiga game 'In The Style Of...' something else, send your entries (disks only please) to 'I Have Drawn My Own In The Style Of', AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW. *And try and make them a bit better than this one, alright?*

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Helicopter action with Stuart Campbell.

3 DUNE 2
Tel: (0336) 420354
Mark Winstanley's spicy suggestions.

4 DESERT STRIKE PRO
Tel: (0336) 420352
Advanced tips with Mark Winstanley.

5 REACH FOR THE SKIES
Tel: (0336) 420364
Fly higher thanks to Tim Tucker.

6 ARABIAN NIGHTS
Tel: (0336) 420365
Stuart Campbell gets through the night.

7	**DESERT STRIKE** Tel: (0336) 420356	12	**THE CHAOS ENGINE** Tel: (0336) 420351
8	**FLASHBACK** Tel: (0336) 420357	13	**WING COMMANDER** Tel: (0336) 420358
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11	**STREET FIGHTER 2** Tel: (0336) 420350	16	**PREMIER MANAGER** Tel: (0336) 420355

Calls cost 36p per minute cheap rate (6pm–8am and all weekend), and 48p per minute at other times. Maximum call costs £1.34.

AMIGA POWER PENGUIN GALLUP CHARTS TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (NE) **FLASHBACK** US Gold £30.99 ★★★★★
2 (NE) **CHAMPIONSHIP MANAGER '93** Domark £25.99 ★★★
3 (1) **DESERT STRIKE** Electronic Arts £29.99 ★★★★★
4 (NE) **WORLD CLASS CRICKET** Audiogenic £29.99 ★★★★
5 (NE) **A-TRAIN** Ocean £29.99 ★★★★★
6 (3) **ALIEN BREED: SPECIAL EDITION '92** Team 17 £10.99 ★★★★
7 (6) **REACH FOR THE SKIES** Virgin £30.99 ★★★★
8 (7) **SENSIBLE SOCCER '92/93** Renegade £25.99 ★★★★★
9 (5) **PREMIER MANAGER** Gremlin £25.99 ★★★★
10 (2) **BODY BLOWS** Team 17 £26.99 ★★★★★
11 (8) **FIRST DIVISION MANAGER** Code Masters £7.99 ★★★★
12 (12) **PIRATES!** Kixx XL £12.99 ★★★
13 (4) **THE CHAOS ENGINE** Renegade £25.99 ★★★★★
14 (14) **TRIVIAL PURSUIT** Hit Squad £7.99 ★★
15 (13) **F19 STEALTH FIGHTER** Kixx XL £16.99 ★★★★
16 (10) **LEMMINGS 2** Psygnosis £29.99 ★★★★★
17 (11) **SUPERFROG** Team 17 £26.99 ★★★
18 (21) **RBI 2** Hit Squad £7.99 ★★
19 (15) **F16 COMBAT PILOT** Action 16 £9.99 ★★★
20 (20) **POPULOUS AND PROMISED LANDS** Hit Squad £12.99 ★★★
21 (16) **STREET FIGHTER 2** US Gold £27.99 ★★★
22 (24) **WING COMMANDER** Origin £34.99 ★★★
23 (8) **B17 FLYING FORTRESS** MicroProse £34.99 ★★★★
24 (19) **JAMES POND** GBH £7.99 ★★★
25 (17) **DIZZY: PRINCE OF THE YOLKFOLK** Code Masters £7.99 ★★★
26 (NE) **688 ATTACK SUB** Hit Squad £12.99 ★★★
27 (NE) **FINAL FIGHT** Kixx XL £9.99 ★★★
28 (NE) **LOTUS TURBO CHALLENGE 2** GBH £9.99 ★★★
29 (NE) **WAR IN THE GULF** Empire £29.99 ★★★★★
30 (NE) **MANIAC MANSION** Kixx XL £12.99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're still sponsored by Penguin!

The Top 5s are laid out as follows: Game, publisher, price, AMIGA POWER star rating and position in the Top 100.

TOP FIVE BRITISH SPORTS

Ever wondered why these sporty games are so massively popular? It's probably because our national teams are so bloody awful, and that we're all busy trying to work out what it is they do that's so horribly wrong.

1. **CHAMPIONSHIP MANAGER 93** Domark £25.99 ★★★ (2)
2. **WORLD CLASS CRICKET** Audiogenic £29.99 ★★★★ (4)
3. **SENSIBLE SOCCER '92/93** Renegade £25.99 (8) ★★★★★
4. **PREMIER MANAGER** Gremlin £25.99 ★★★★ (9)
5. **FIRST DIVISION MANAGER** Code Masters £7.99 ★★★★ (11)

Football's a game of two halves, Ron, played end-to-end by two teams of eleven men for 90 minutes. Yes.

TOP FIVE YANK SPORTS

Compared to our very own, good old fish-and-chip-eating British sports, these gum-chewing, burger-noshing, Bud-swilling US sports are a lot further down the chart. That'll get them back for McDonalds, Donahue and liposuction.

1. **RBI 2** Hit Squad £7.99 ★★ (18)
2. **WAR IN THE GULF** Empire £29.99 ★★★★★ (29)
3. **WWF WRESTLEMANIA** Hit Squad £9.99 ★ (34)
4. **JOHN MADDEN AMERICAN FOOTBALL** EA £29.99 (55) ★★★★★
5. **CALIFORNIA GAMES 2** Kixx £9.99 ★★ (67)

When ever you meet Americans, annoy them by confusing baseball with the popular children's game 'rounders'.

TOP FIVE GAME PUBLISHERS

We're constantly getting letters from readers that, if we ever printed them, would result in years of expensive litigation. The reason? Well, you all seem to have strong views on software houses, but let's see how your slanderous views compare to actual games sales.

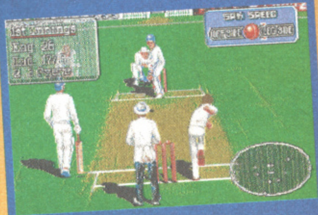
1. **THE HIT SQUAD** A massive 20 games, showing that budgies are almost TOO popular!
2. **KIXX** 16 titles, all still good, honest, cheapos.
3. **CODE MASTERS** 8 games, but still all budgets.
4. **US GOLD** Joint fourth with an impressive six titles, tied with...
5. **MINDSCAPE** ...these boys.

688 Attack Sub, the only Hit Squad title that features beardie-weirdies.

TOP FIVE AP COVERDISK GAMES

We're always chortling on about how we give you a subtle blend of the best demos and the most tip-top PD available in the world today, but how does this claim stand up in the REAL world? Here are the games that have appeared on our cover in the last few months.

1. **WORLD CLASS CRICKET** Audiogenic £29.99 ★★★★ (4)
2. **SENSIBLE SOCCER '92/93** Renegade £25.99 ★★★★★ (8)
3. **BODY BLOWS** Team 17 £26.99 ★★★★★ (10)
4. **SLEEPWALKER** Ocean £25.99 ★★★★ (41)
5. **ARABIAN NIGHTS** Krisalis £25.99 ★★★★ (76)



We had it on our disk and, hey, it storms into the charts. Coincidence or planning?

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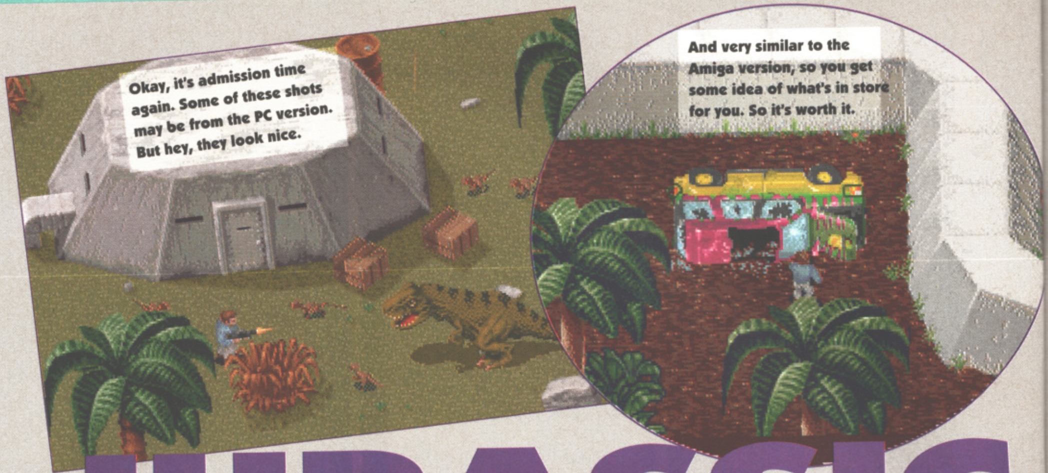
THE SHAPE OF THINGS TO COME

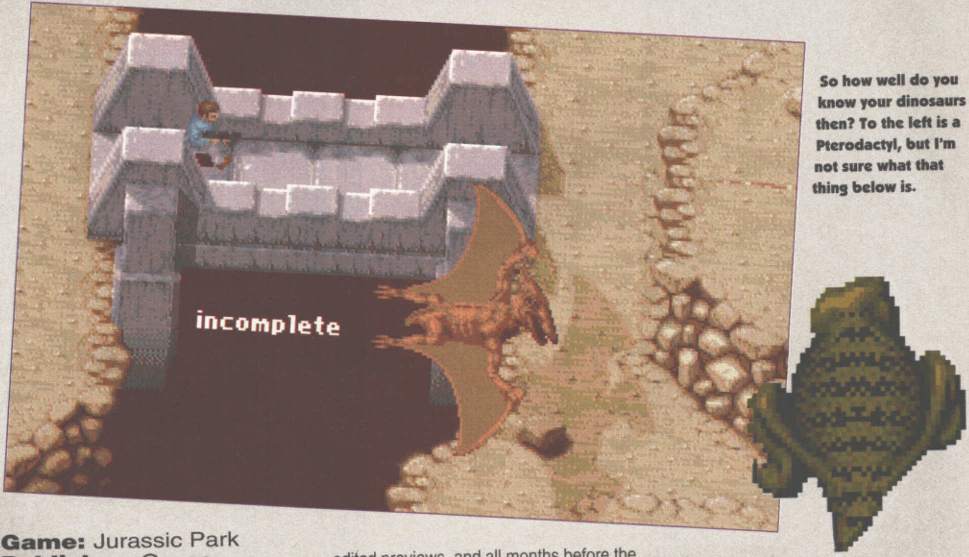
In the future, there will be dinosaurs. And also some games which have them in. And some other stuff too.



Okay, it's admission time again. Some of these shots may be from the PC version. But hey, they look nice.

And very similar to the Amiga version, so you get some idea of what's in store for you. So it's worth it.

JURASSIC



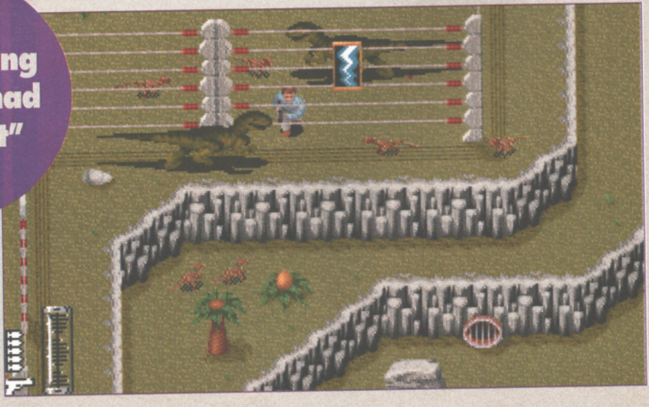
So how well do you know your dinosaurs then? To the left is a Pterodactyl, but I'm not sure what that thing below is.

Game: Jurassic Park
Publisher: Ocean
Authors: Warren Lancashire, Dean Evans, Jack Whiteley, Craig Whittle, Matthew Wood, Bill Haibison, Andy Miah, Robert Walcot, Ray Coffee, Colin Rushbit, Martin McDonald, Don Drake, Julian Holton, Steve Wahid, Man Sang Ho, Ilyas Kaduji
ETA: September

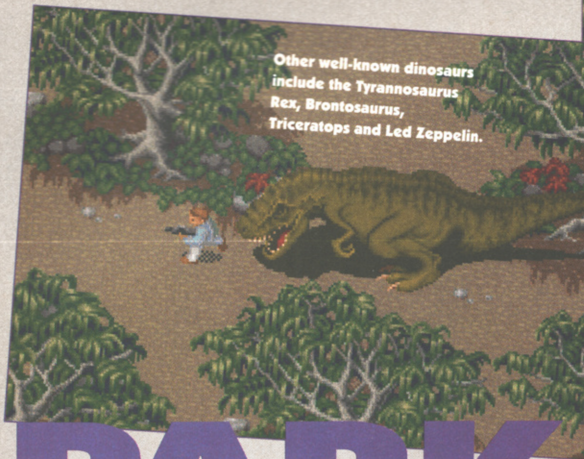
Briefly: Every so often, a film comes along which engenders an awfully large amount of what's known in PR and marketing circles as 'hype' – a media blitz consisting of teaser advertising campaigns, a barrage of press, radio and TV coverage, carefully edited previews, and all months before the film is actually released. Then follows the inevitable onslaught of merchandise – pens, badges, T-shirts, baseball caps and, yes, computer games. This year's model is, you've guessed it, Jurassic Park.

Now you hear a lot of people moaning and whining about a film having "too much hype", and being unable to possibly live up to it. But I say to those people "Get away from me, you smell of something disturbing and unpleasant." If a film's had a lot of work, development and imagination put into it, then hype it for goodness sake. Ram it down our throats, get us unfeasibly excited about the prospect of experiencing possibly the greatest visual wonder yet to be seen on a big screen. If *you* had made

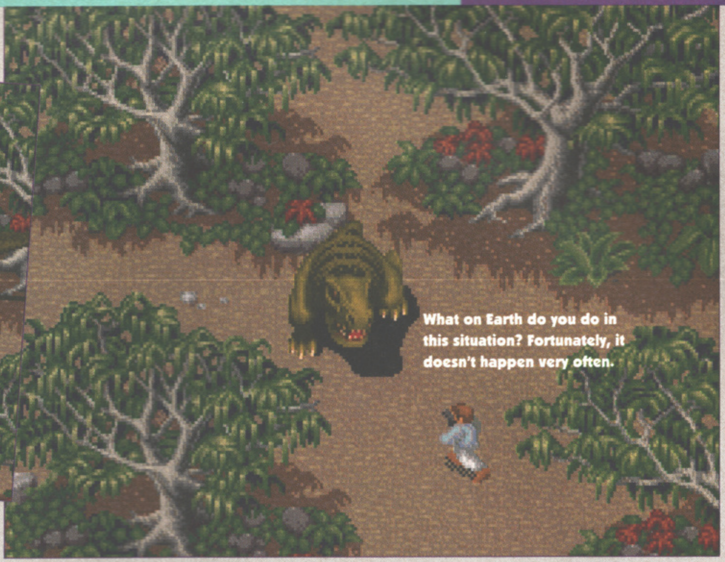
"Uncrossing my legs had no effect"



The game is based on the film which is based on the book. It's about dinosaurs and DNA replication techniques etc.



Other well-known dinosaurs include the Tyrannosaurus Rex, Brontosaurus, Triceratops and Led Zeppelin.



What on Earth do you do in this situation? Fortunately, it doesn't happen very often.

PARK

a film as good as Jurassic Park (and no, I haven't seen it yet, but I'm perfectly willing to believe that it's brilliant because I'm swallowing the hype) then you'd want to tell everyone how good it is, so why shouldn't Steven Spielberg?

Anyway, we'll leave speculation about the film to the movie magazines (though I did see an as-yet-unreleased preview and it looks superb). We're going to look at the game, which Ocean (veterans of the movie licence business) will be unleashing onto a fever-pitched public in September. As you might expect, Ocean aren't strangers to this hype business themselves, and there's a lot of excitement being generated around the game too. A *Jurassic Park* day was announced, and journos from the computer press invited up to Manchester to get a glimpse of what's coming. Exciting? You bet.

The creator speaks: On arrival I was led into a room with more programmers than I thought it was legal to have in an enclosed space, and the whole thing was faintly reminiscent of that scene from Basic Instinct where Sharon Stone is interrogated by the police.

Unfortunately, uncrossing my legs had no effect, but I was relieved to find that these people were here to help me and we were soon having a good friendly chin-wag about the game. Project Manager Colin Gordon MC'd.

"We're developing this one on the 1200. Because of the size and technical aspects of the game, it's the only way we could do it, but it'll be downgraded to the 500 later."

Perhaps my biggest relief of the day was that they hadn't just gone for a standard platform game. Colin Gordon took me through the ideas.

"There are two separate game environments, an overhead-view section and a texture-mapped 3D section. We arrived at the overhead-view after some consideration, and we've made it a sort of isometric perspective, because a straight top-down didn't allow for any detail on the dinosaurs. The 3D section is similar to what we did with *Robocop 3*, which was popular and worked extremely well. The game is split pretty much 50/50 between the two perspectives. We're interested in really exploring the potential of the 1200 with this game. Nobody's done anything with this amount of detail at this speed, and I'd say it's comparable to a 386 PC, or a slow 486 machine, even."

The 3D section is impressive, readers. It's kind of like *Legends Of Valour*, only faster, with a bigger view window and 128 colours *(LOV* only had 16). The overhead view is also 128-colour and the programmers proceeded to tell me how each sprite has a priority system built into it to give it greater depth, and similar wibble which left me with a glazed expression on my face, but might mean something to you. So: technically it's on the ball, but is it a close rendition of the film?

"Yes, we've followed the plot of the film closely, although we've had to make a few adjustments. In the film there are about nine or ten dinosaurs, of which only three or four are a threat, so we've had to think about how we can make some of the dinosaurs dangerous. For example, we've got one part where a Stegosaurus *(A harmless herbivore. – Tim)* is banging its tail against a bank, causing a rock slide which you have to avoid. We've also got a lot of 'Compies', which are small carrion eaters that follow you around everywhere. They aren't in the film, but they were in the book.

"You control Grant *(Played by Sam Neill in the film. – Tim)* and you have to find the two lost kids, Tim and Lex. We've tried to retain their characters – for instance, we've got Lex doing stupid and dangerous things like she does in the movie. The 3D sections take place in the control centre, the visitors' centre and other outside locations. In these bits, the computer system goes wrong and you have to get to it, turn it off and turn it back on again – just like in the film."

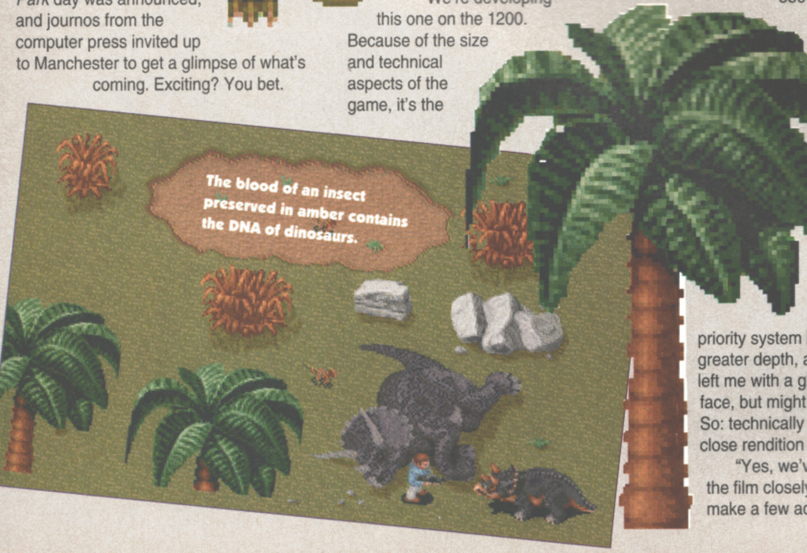
"The 3D section is similar to what we did with *Robocop 3*"

I didn't get a hand on a joystick, but I was nonetheless terrified by these bits. There's a real sense of drama and danger as you wander around the deserted complex, and have to fend off the small dinosaurs which leap towards you from around corners and stuff. Highly charged entertainment, and a good grasp of the film's atmosphere by the looks of it. So how close is it to being finished, guys?

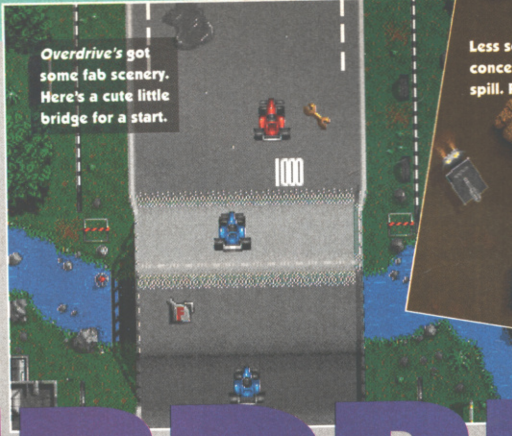
"Well, we're allowing ourselves the luxury of some rigorous playtesting on this game, because it's so huge. People don't usually expect quality from a movie licence, but we aim to turn that around with *Jurassic Park*."

Verdict so far: Well I'm a hype victim, a marketing man's dream, but I can't wait to see both the film and this stunning-looking game. Obviously it's far too early to say what the gameplay's like (we weren't given the chance to actually play it), but it's obvious that a lot of effort's being put into it, and it's already starting to show. Let yourself go – believe the hype.

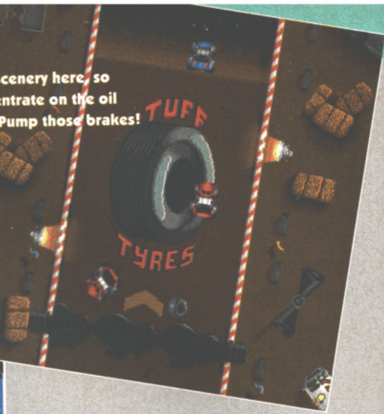
● ***TIM TUCKER***



The blood of an insect preserved in amber contains the DNA of dinosaurs.

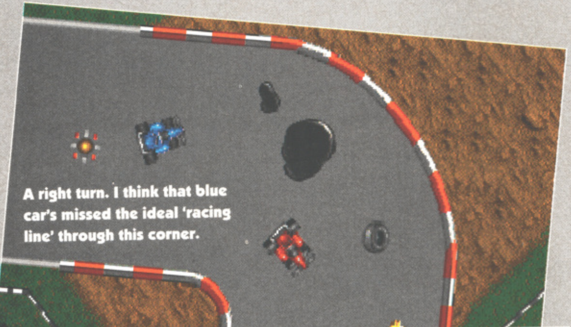


Overdrive's got some fab scenery. Here's a cute little bridge for a start.

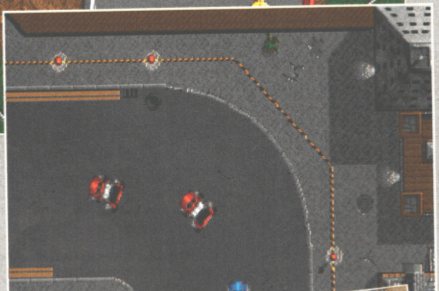


Less scenery here, so concentrate on the oil spill. Pump those brakes!

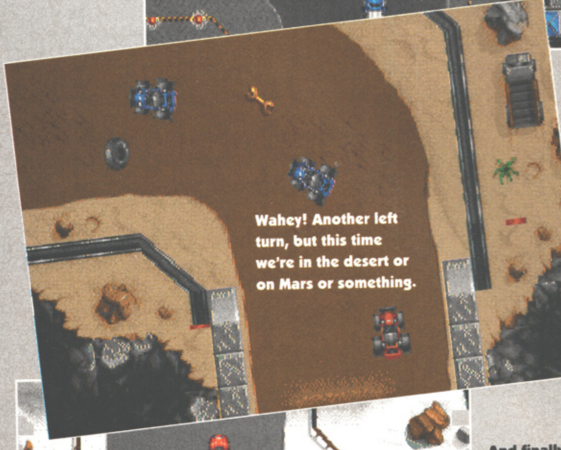
OVERDRIVE



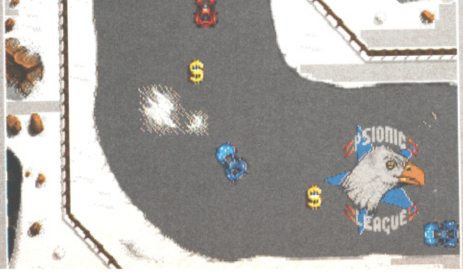
A right turn. I think that blue car's missed the ideal 'racing line' through this corner.



And, now just for variety's sake, a left turn. Much better handling here, I reckon.



Wahey! Another left turn, but this time we're in the desert or on Mars or something.



And finally, another 90° right turn – through what looks like a slippy-slidey ice world. Hmm. We hope it isn't.

Game: Overdrive
Publishers: Team 17
Authors: Dave Broadhurst, Haydn Dalton, Mike and Andy Oakley, Allister Brimble, Chris Brimble, Ole Petter Rosenblud, Martyn Brown
ETA: Any time now

Briefly: Team 17, eh? They're practically famous aren't they? And now they're about to release another almost certain winner in the shape of *Overdrive*. All this gives me a perfect excuse to talk to Martyn Brown, Project Manager of the Teamsters, about *Overdrive*, Team 17 themselves, and almost nothing else.

The creator speaks:
So Team 17 are bringing out an overhead-view driving game, eh? How come you never do the same genre twice, then? Is this a deliberate ploy to infiltrate our homes with everything Team 17, leaving us open to an influx of subversively subliminal thought control? And can we now expect all genres to be covered by Team 17 – how about a Team 17 RPG for example?

"It's a completely intentional policy of ours to try our hand at everything in the arcade mould and then see where it left us. We wanted to create the definitive version of each genre – whether or not we've done that is open to question – and obviously looking back now we know we can do better, hence stuff like *Alien Breed 2* currently in development.
I suppose we'll do most genres, but things like RPGs aren't really our bag unless someone comes along with something pretty spectacular, although you might see something of ours with RPG elements in it next year. We won't do flight/vector games as a rule either."

So what have "L'Équipe Dix-Sept" got in mind for overhead-view racing fans? "To our eyes, the overhead racing game has never really worked very well on the Amiga... sure, *Supercars* did well, and there was *Nitro*, but there hasn't been much else. *Overdrive* is meant to be fast, slick and super playable – we'll be spending as much time as possible making the game feel as perfect as possible. With all our games we try and give them an arcadey feel, and we haven't seen anything on the Amiga that looks like what we want to do with *Overdrive*.

"Inspiration has come from a number of race games including my all-time favourite, *Super Sprint* and also *Pro RC Racer* on the NES/Gameboy *(RC Pro-Am, surely? – Nitpicky Ed)*, which is really playable. For technical reasons we're having problems getting a two-player simultaneous game up and running, but we'll persist until we get it. A split-screen display is out as the track moves very fast and would be unplayable."

"Things like RPGs aren't really our bag"

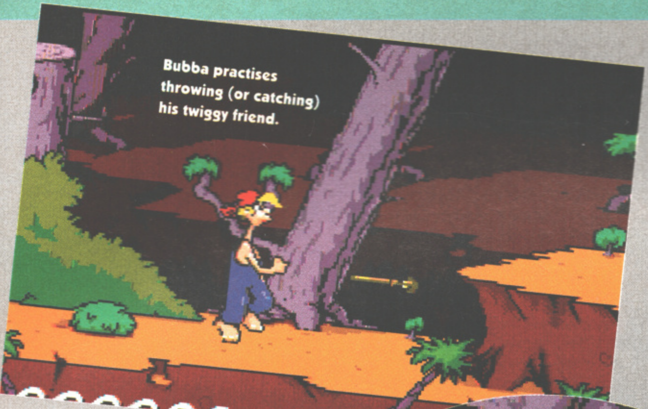
Every so often in the career of a journalist creative thought and quick fire ideas dry up, and I suddenly found myself without a clue as to what to ask Martyn Brown out of Team 17. I panicked. I asked him "Why is it going to be fab?" Luckily, MB of the Seventeen-sters is a professional, and he answered consummately. "It's got F1s, 4x4s, sports cars and buggies with five different scenarios with at least four tracks in each. Each vehicle handles differently and each track has different properties, making each combination a different prospective game. Why is it going to be fab? It's a Team 17 game." Hey, not a bad question after all, then.

Verdict so far: It seems that almost anything the near-legendary septadecimalists from Wakefield touch turns to box-office gold, and we've no reason to believe otherwise in the case of *Overdrive*. To add fuel to the Team 17 world-domination theories, they're also in the process of hitting us with a brace of budget releases, including the revised edition of *Project-X*, a *Formula 1* driving game called *F1 Challenge* (excitingly previewed on this month's coverdisk) and *Qwak!* – a cute one- or (simultaneous) two-player *Bubble-Bobble*-inspired platform romp. Way to go, guys.

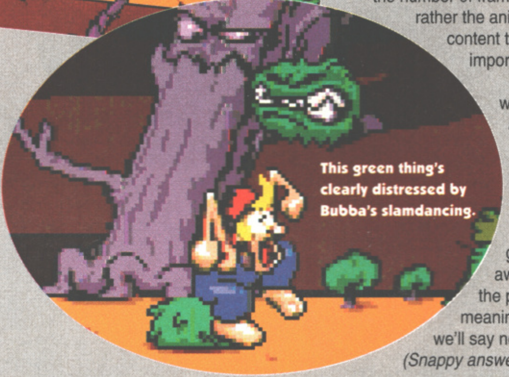
● ***TIM TUCKER***

If only everything in life was as reliable as Team 17...

BUBBA 'N' STIX



Bubba practises throwing (or catching) his twiggy friend.



This green thing's clearly distressed by Bubba's slamdancing.

Game:
Bubba 'N' Stix
Publishers: Core Design
Authors: Mark Watson, Billy Allison, Simon Phipps, Martin Iveson and Jeremy Heath-Smith
ETA: September

Briefly: Gimpy truck driver Bubba is delivering animals to a zoo when he's unexpectedly snatched by alien zoo collectors – how ironic. A mess-up in transit occurs, and he's abandoned on a hostile alien planet, with his only friend in the world a cheery, bouncing, alien, er, stick. Using it to solve all sort of puzzles, Bubba must platform romp his way across the galaxy to get back to his rather dull and tedious existence. Oh, and he's got to save the planet on his way. Simple, eh?

FAX FAO: *BUBBA 'N' STIX* PROGRAMMING TEAM
RE: *BUBBA 'N' STIX*, AS IF YOU HADN'T GUESSED

1. A simple background question. Was the working title really *'Man And Stick'* and if so, why did you change it? It sounds pretty cool to me, in a 'Man Bites Dog' sort of way, don't you think?
The creators speak: No. It wasn't *'Man And Stick'*, it was *'Man With A Stick'*. We changed it because it wouldn't easily translate to other languages, Vic Reeves probably holds a copyright on it, it doesn't accurately represent the relationship between the two main characters of Bubba and Stix, and no, we didn't think it was cool at all.

2. Onwards to some techy stuff. Is 200 frames of animation (facing one way) an accurate number to quote for Bubba? If not, what is? How many other characters are there in the game, and will they all be as impressively animated? If you haven't already guessed, this is your opportunity to come up with some hugely impressive figure that'll impress the hell out of all the readers.
The creators speak: Yes, it's perhaps in excess of 200 frames when you add it all up, but we feel it's not the number of frames, rather the animation content that's important.

Other characters – we've got quite a few, and yes, the animation is of the same quality as Bubba's. With regard to other technical considerations, the gameplay's far and away more important to the public than meaningless numbers, so we'll say no more on this one.
(Snappy answer, boys. – Ed)

4. Are you all golf fans? If so, what are your handicaps? If you don't play golf, then what are your most favourite hobbies that don't involve computers?
The creators speak: No. Our hobbies – well, we do play a lot of console/computer games when we get the chance (what's the point in writing and designing games if we don't get to play them?). Billy and Simes also go weight training to relax and Mark, well, currently he's asking what spare time is.

5. What's going to be the real hook for this game? I mean, what'll convince people to get it rather than one of the existing cute, platformy-type games?
The creators speak: Look at it, play it and find out.

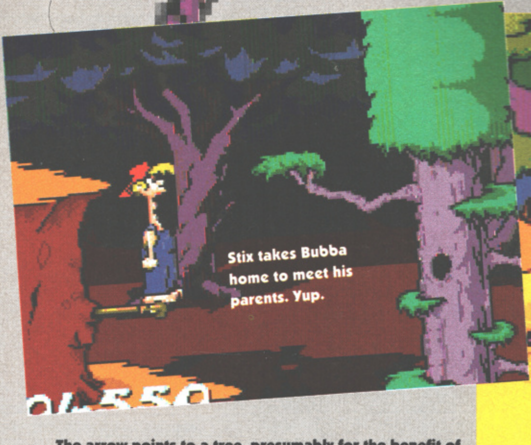
"What about Bubba 'N' Futon?"

6. Any plans for a follow-up, this time with a different common everyday object as a sidekick? What about *Bubba 'N' Futon*, or *Bubba 'N' 1970s Lava Lamp?* Answers on a postcard please, to...
The creators speak: No. Don't be stupid.

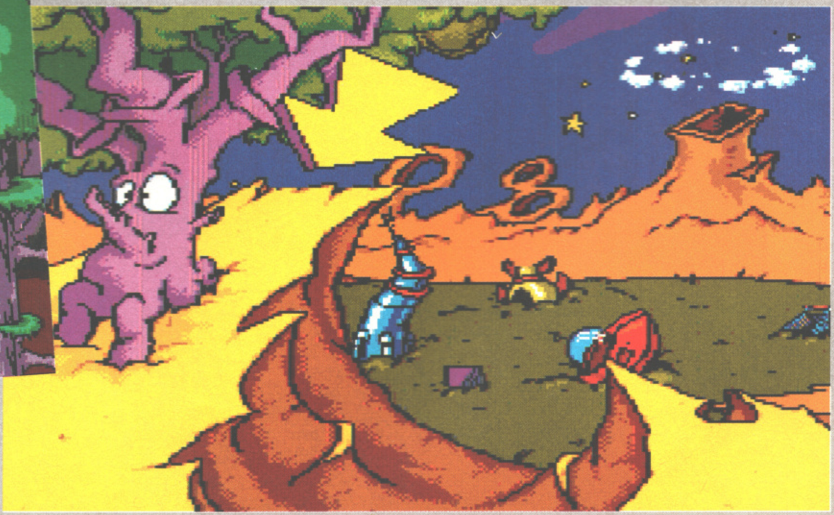
6. Umm, that's about it really. We're very close to deadline, so if you could possibly fax your answers back by mid-afternoon tomorrow (Wednesday) that would make my job easier, and guaranteed until next month at least. Thanks!
The creators speak: Why are there two question 6s?

Verdict so far: As far as I'm concerned, sticks have always been one of the best things you can pick up in woodland areas, and it's good to see that they're now being represented in a medium that's previously been sadly deficient of these useful, woody items. The graphics look stunning, and Core Design have been giving us some top quality games of late, so there's a good chance that this symbiotic tale of stick and lorry driver is going to be a good 'un.
● *MARK WINSTANLEY*

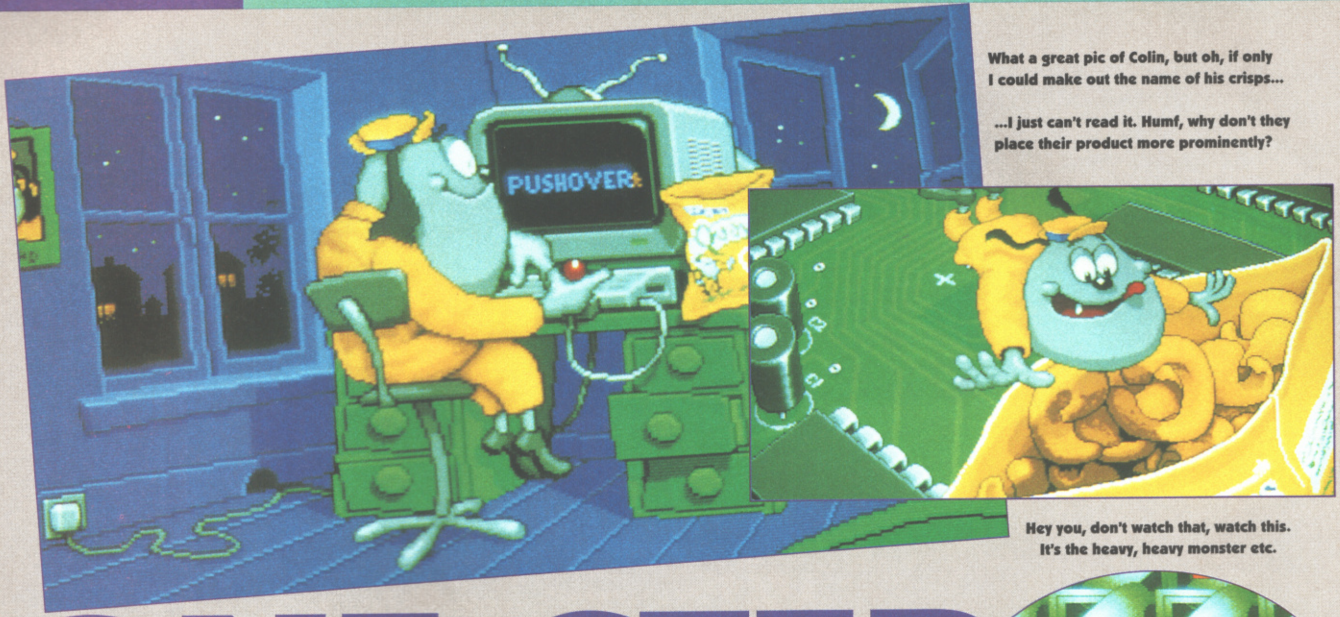
Bubba. And Stix. And, er, some other weirdo.



Stix takes Bubba home to meet his parents. Yup.



The arrow points to a tree, presumably for the benefit of anyone who hasn't seen one before. This (and other clues) indicate that these are all in fact Mega Drive screenshots.

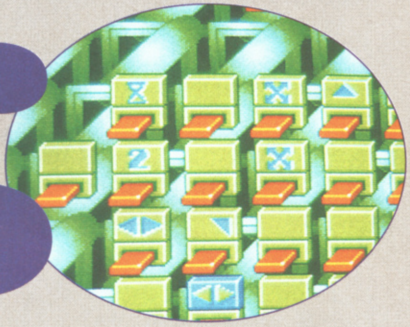


What a great pic of Colin, but oh, if only I could make out the name of his crisps...

...I just can't read it. Humf, why don't they place their product more prominently?

Hey you, don't watch that, watch this. It's the heavy, heavy monster etc.

ONE STEP BEYOND



Publisher: Ocean
Authors: Red Rat Software (well, kind of – more on this later)
ETA: Late July

Briefly: To any alien viewing TV transmissions from our humble little blue-green planet, Quavers must seem like a terrible threat to all of civilisation. We may think these cheesy (and more recently, salt and vinegar) snacks are just a tasty little space-filler for between meals, but if you only had the adverts to go on, you'd think they turned you into some sort of demented whirling dervish, spinning uncontrollably about rooms and eating hapless professors. Anyway, Colin Curly (the strange dog-like creature voiced by Lenny Henry and brought into animated existence to promote widespread crisp consumption) is all set for his second launch into the wacky world of computer games.

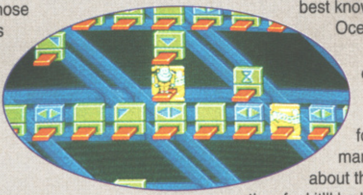
The creator speaks: ...to his senior lecturers at least once a week, I understand. Chatting amiably to the hugely approachable Sherry from Ocean, I was shocked to find that the creator of *One Step Beyond* and its prequel *Pushover* had left the hallowed offices of indie games producers Red Rat and gone back to the even more hallowed halls of further education. Seeing as neither Sherry nor I have got the slightest clue as to which college he's attending, talking to the main man seems out of the question. Hey, I just write about games, okay? If you want investigative journalism, then get the Washington Post or something, alright?

So anyway, Sherry got down to explain the principles behind the game, in a slick and professional way that explains her high-ranking position in the Ocean hierarchy. Take it away, Sherry. *"One Step Beyond's* a puzzle game that follows on directly from *Pushover (which, if you've forgotten, is the first game featuring Colin Curly – Mark).* In fact, Colin's playing *Pushover* – remember, that's the prequel to... *(Snip. – Ed)* – and eating Quavers at the beginning of this game. He finishes the last level at the exact moment that he finishes his last Quaver, and this exciting combination of awesome taste and awesome gameplay results in him being sucked into his computer."

> "What about all those funny little squiggles?"

Okay, so silly preamble aside, what's the game about then? "At the start of every level, Colin gets somersaulted onto the first of a set of platforms, and he then has to jump from one platform to the next until he reaches the 'Exit' packet of Quavers. Colin can only escape the level if he shuts all the platforms, and since each platform closes when he moves off it, you've got to work out the correct path across each level."

That sounds simple enough, but what about all those funny little squiggles on the platforms? Are they to do with the game, or perhaps they're linked in some way to... dare I say it? Quavers?



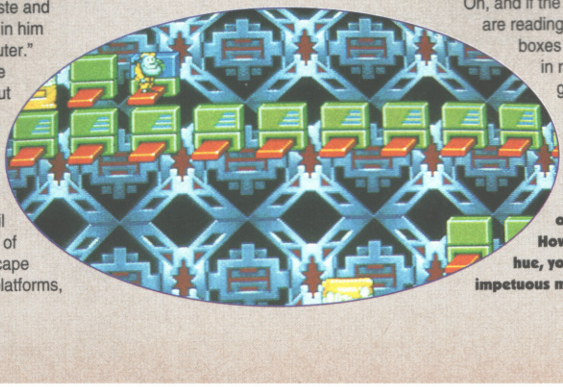
Colin carelessly consumes crisps.

"No!" states Sherry, categorically. "Many of the platforms have got special properties, so some will close all the platforms that are in the same row as the one Colin jumps off, others will close nearby ones, and others will bounce you up. The puzzle's in using these special platforms to your advantage.'

Great, so now we know. And just one final question, Sherry. What's the game got to do with trying-to-make-a-comeback ska-pop band Madness, and come to think of it, what's it got to do with curly, cheesy snacks? Hello? Sherry? Hello?

Verdict so far: For reasons best known to themselves, Ocean haven't been forthcoming with many details at all about this game. Maybe they feel it'll be best for it to burst onto the game-playing public like a massive starburst rocket exploding over Hyde Park on bonfire night, or that the air of secrecy and anticipation will set sales of both the game and the crisps at a record high. Or maybe Ocean just don't like me – who's to say? Anyway, it's going to be big, it's going to be puzzley, and (using near-subliminal persuasive techniques) it's going to put an awful lot of kids off their main meal through incessant snacking. Oh, and if the manufacturers of Quavers are reading this, just address the free boxes of Quavers to the AP office in recognition of all this gratuitous free advertising. Thanks, guys.

● *MARK WINSTANLEY*



Ode to Quavers: Oh crisps, oh tangly, teasy taste tester. How I adore thee, your yellow hue, your crunchiness, your impetuous moods. I love thee. Lots.

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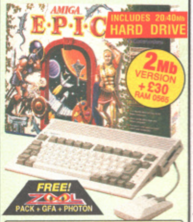

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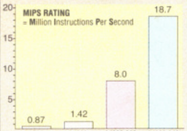

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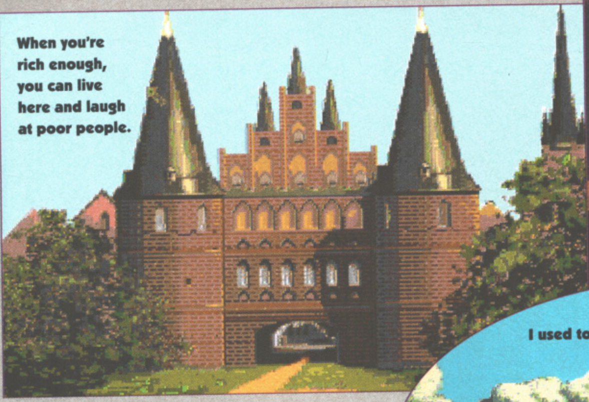
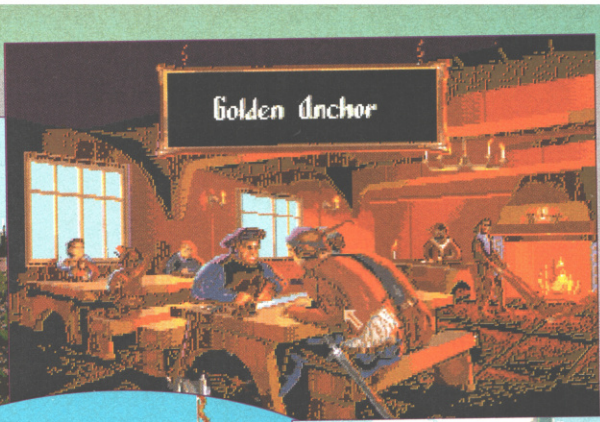
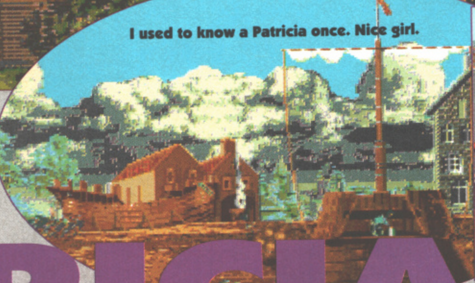


When you're rich enough, you can live here and laugh at poor people.

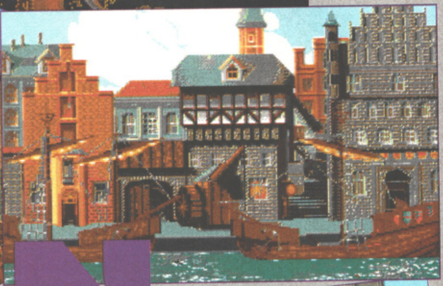


There's masses of trading, leering at busty serving wenches and wearing silly striped trousers to be done.

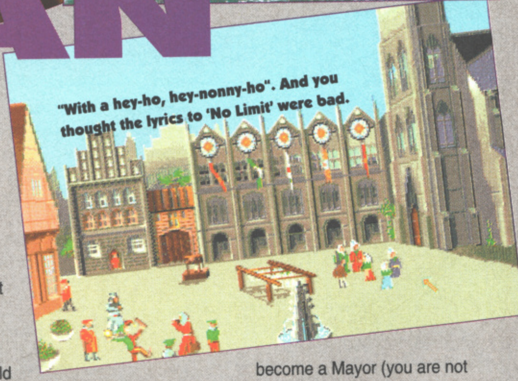
Boats. A vital ingredient on any merchant's shopping list.



I used to know a Patricia once. Nice girl.



THE PATRICIAN



"With a hey-ho, hey-nonny-ho". And you thought the lyrics to 'No Limit' were bad.

Game: The Patrician
Publisher: Daze
Authors: Jorg Busching, Celal Kandemiroglu, Jurgen Kersting, Bernd Ludewig, Thomas Schlotel, Martin Wolk, Joerg Doepper, Frank Woischke, Rudolf Stember
ETA: August

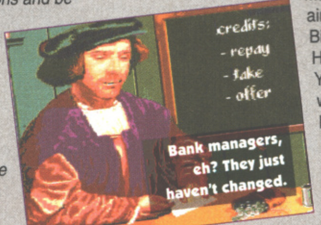
Briefly: *The Patrician* is a strategy trading game from Germany, where it's proved a huge success, topping the charts for over six months. It's set in a fascinating period of history (14th–15th Century), when the development of trade the Baltics lead to a powerful merchant class. To represent their interests, and protect them from piracy, they formed the Hanseatic League, becoming an extremely powerful economic force – neither lord nor king could invade the structure of the alliance.

The creators speak: We set Cliff Guy of Daze the following GCSE paper...

You have one hour to complete the exam. Answer all four questions and be sure to write on both sides of the paper. You may now turn the page.

1. What was the primary motive for the import of the game *The Patrician* into Britain in the late 20th century?

The creator answers: "When we source products from abroad *(writes Cliff)* we look at one common factor that crosses all cultural frontiers: gameplay. *Patrician* is packed with gameplay, both in terms of amount and complexity. This is something that will always be appreciated, because at the end of the day, after all the hype, what determines whether a game sells or not is quite simply whether it's fun to play or not. We think that the strategy genre is low-profile, but very popular: look at the success of *Civilisation, Sim City* and *A-Train*, which is the kind of area that *The Patrician* falls into."



Bank managers, eh? They just haven't changed.

"The really hideous ones are loaded"

2. "The most complex and involving strategy game yet to be seen." (Daze Marketing Press Release). Discuss this quote in the context of the game *The Patrician.*

The creator answers: *"Patrician* is complex and challenging because of the number of variations within the game and the way your goals develop and change as the game advances. To begin with, you just have to trade successfully, then you have to change your priorities as you try to get elected Mayor of your town: marriage, charity, the church and wooing the populace all enter into the equation.

"If you become Mayor you then have to aim for Alderman (the Big Boss) of all the Hanseatic League. You're now playing with the big boys: bribery, corruption, and blackmail are thrown at you as you cope with a multinational business as well as the public and official duties expected from a potential Alderman of the league, such as leading expeditions against pirates or financing the construction of a new church. Additionally you must cope with random hazards such as ships lost at sea, plague and fire. The game takes a very long time to complete."

3. Explain, in as much detail as you see fit, the way that the arcade sequences in the game work. If possible, you should include the phrase 'eccentric ballistics' in your answer.

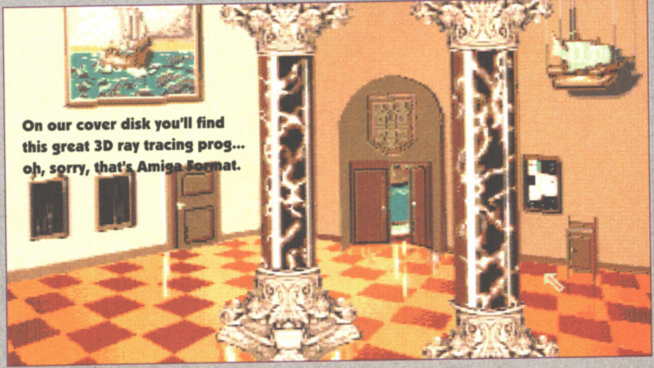
The creator answers: "The arcade sequences are mouse-operated conflicts between you and pirate ships, using actual weapons of the time, complete with eccentric ballistics *(Well done Cliff. – Ed)*. This sequence is optional but I for one find it great fun to play."

4. Describe the effective function of marriage as a social institution within the game *The Patrician.*

The creator answers: "The marriages are a mix of convenience and sloppiness. You must get married to become a Mayor (you are not considered respectable enough as a bachelor or spinster). The prettier/handsomer brides/grooms tend to have less money, the really hideous ones are loaded. You decide. The brides are based on old Hollywood stars such as Doris Day, Marilyn Monroe, or post-stroke Betty Davis, while the grooms are based on the male staff members at Ascon (the people who wrote the game)."

Verdict so far: We'll be publishing full results of the examination in early September. Until then, try and have fun all summer, and please don't ring up asking to know the results before that date.

● *TIM TUCKER*



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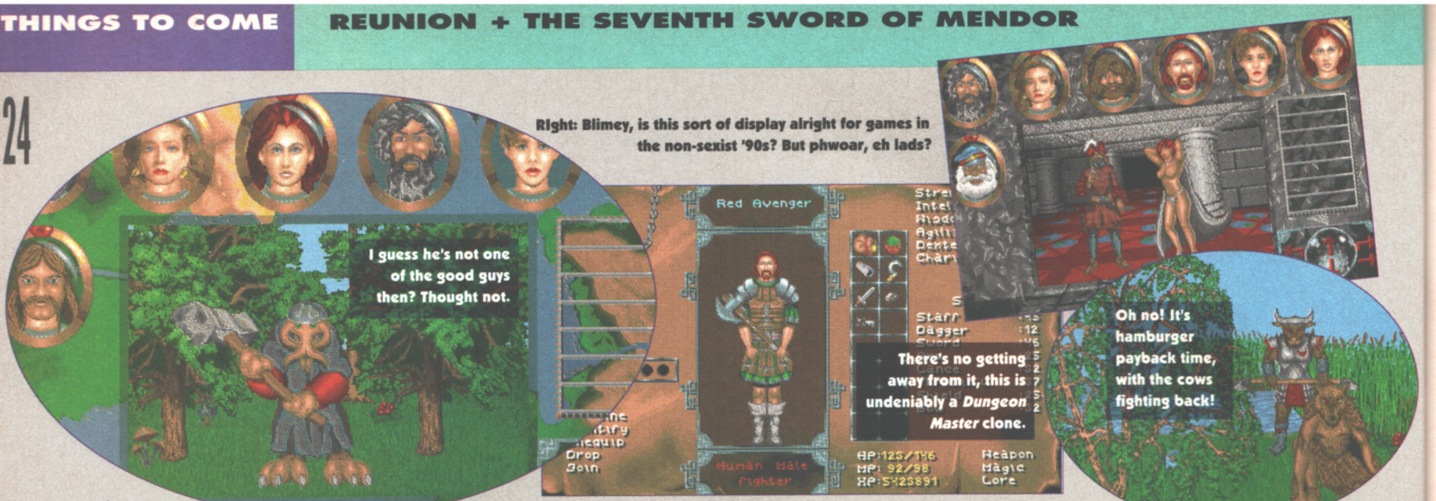


Right: Blimey, is this sort of display alright for games in the non-sexist '90s? But phwoar, eh lads?

I guess he's not one of the good guys then? Thought not.

There's no getting away from it, this is undeniably a *Dungeon Master* clone.

Oh no! It's hamburger payback time, with the cows fighting back!

GRANDSLAM

Games: Reunion and The Seventh Sword Of Mendor
Publisher: Grandslam
Authors: Many, many, many people, all of different nationalities
ETA: Late 1993

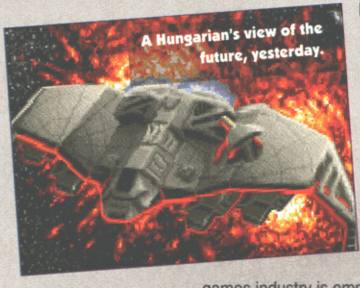
Briefly: Grandslam are really upping their releases at the moment, what with *Realms Of Darkness* (mentioned last month), the recent *Beavers* and the up-and-coming *Tensai*. This month on the mysterious world of Things To Come, we're going to concentrate on just two of their extensive 'in the pipeliners', one sci-fi and epic, the other one fantasy and, er, *Dungeon Master*-y.

The creators speak: Hungarian, which is uncommonly handy for them, since they live in Hungary. Ah, it's good to see that we can thoroughly overuse that gag, to the point that it's not only unfunny, but also tedious and irritating. Fortunately (for you) Stuart's had an injunction taken out to stop me from coming within 200 metres of that gag ever again, and fortunately (for me) I didn't have to try and talk to these ex-Soviet bloc coders over a crackly trans-European land line using a 1950s Anglo-Austro-Hungarian phrase book. Oh no. David Birch from Grandslam was more than happy to explain why a sizeable amount of their current output is coming from behind the former Iron Curtain.

"They're all ex-defence workers," he told me, gleefully. "Obviously protecting the Warsaw Pact has gone out of fashion now that it's defunct, so we've been getting a steady stream of innovative and creative programmers all turning their talents to games. And to be brutally honest," he said wryly, the wicked gleam of bare-faced Western commercialism in his eyes, "we don't have to pay them very much. Ha ha." I hope he meant it as a joke, I really do.

"They're all ex-defence workers"

"The Seventh Sword Of Mendor's a *Dungeon Master* clone, there's no getting away from that," admitted David, frankly, "but the fact is that there's a market for these games, and we're here to supply that demand. We're doing an A1200-specific version with 256 colours as well as the standard 64-colour standard version, and we're making it flexible so that there are several paths though the game. You control a party of up to seven characters, and the game area covers a real world, not just caves and dungeons. There's going to be digitised character speech and real-time combat sequences, and the whole thing's underscored by medieval music."

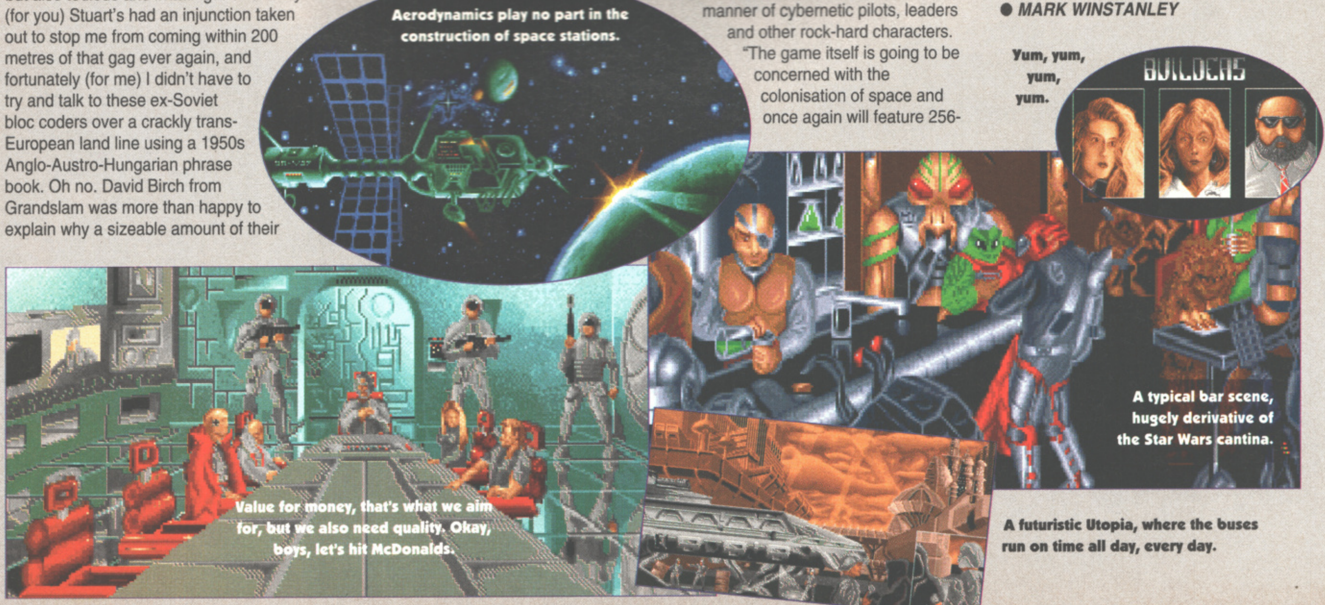

A Hungarian's view of the future, yesterday.

Well, it's good to see that someone's trying so hard to breathe life back into such a tired old genre as the *Dungeon Master* game, but what's all this about *Reunion?* The press release states that you must be "soldier, politician, economist and diplomat – prepared for any eventuality. The task is monumental, the strategy awesome. You must not fail," so it sounds a bit of as biggy. All I've seen so far is an extremely impressive showreel of pictures from the game, which show all manner of cybernetic pilots, leaders and other rock-hard characters.

"The game itself is going to be concerned with the colonisation of space and once again will feature 256-colour VGA-quality graphics and speech. All that we've seen so far is a framework of the game, but we're sending someone out to Hungary soon to bring back a fuller version," David revealed, exclusively.

Verdict so far: It's so hard to tell how a game's going to turn out when all you've got to go by is pictures, but let's face it, they're pretty nice screenshots. Apart from that, it's refreshingly different to see that the blossoming Amiga games industry is employing redundant Hungarian defence workers. After all, their previous job was plotting parabolic trajectories for intercontinental ballistic missiles between Minsk and Milton Keynes, and although this may (or may not) have been a good thing, programming games is undoubtedly a much more worthwhile occupation.

● ***MARK WINSTANLEY***



Aerodynamics play no part in the construction of space stations.

Yum, yum, yum, yum.

A typical bar scene, hugely derivative of the Star Wars cantina.

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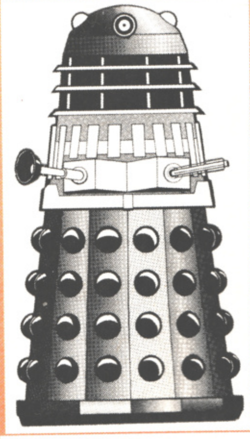

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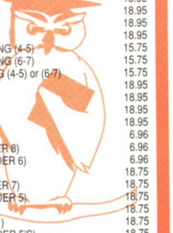

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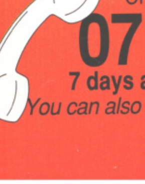

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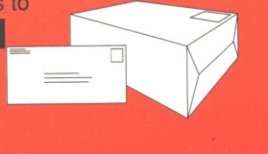


GAMES

Yeah, we know. We say that we're "the mightiest beings who ever produced a computer magazine", but we never explain why. Now it's time to reveal our 'secret origins': the special powers and abilities that make us – simply the best.

JUST WHO DO WE THINK WE ARE?

LINDA BARKER

Middle, right: No-one had ever tried to combine the two worlds of English literature and video games – until Linda Barker stepped onto the scene. It was she who 're-discovered' many fine examples of game-related writings, including Martin Amis' original box copy for *Super Smash TV* and Samuel Beckett's scene-setting novella for the VIC-20 version of *Winky Dinky*. Oh, and on top of that, she is also the best Editor a mag could ask for. And we love her.

STUART CAMPBELL

Middle, left: This century's most megalomaniacal Deputy Editor started life as a feral child, foraging for crisps and wine gums on the rough'n'tough streets of old Glasgow. Bizarrely, the wee Campbell laddie was then taken in and raised by arcade machines as one of their own, just like in the 'Jungle Book'. Sort of. Consequently, Stuart now knows more about video games and stuff than anybody else in the whole wide world. Ever.

LISA KELLETT

Trained in the mystic 'Bakery Sciences' by the secretive Sisterhood of Buns, Lisa is the only Future Publishing Art Assistant to have been awarded a black belt in full contact karate and the international 'Cordon Bleu' award for special flaky pastry – on the same day. Her unique post-feminist theorising has shocked both men and women alike – could she be the Madonna for the '90s?

JACQUIE SPANTON

Top Art Ed Jacquie spent her formative years as leader of the avant-garde Paris arts commune 'Le Crayon Rouge'. Warhol, Lichtenstein, Hockney – all have paid tribute (in one way or another) to the influential 'Spanton School' of art, craft, and technical drawing. Quite apart from these skills, Jacquie also claims that she can turn herself invisible and walk through solid objects – though we have yet to see conclusive evidence of this.

TIM TUCKER

As a teenager helping out with research into human aggression, Tim Tucker was accidentally bitten by a radioactive bass guitar. And, as a result, he now believes himself to be half man, half musical instrument. At night, he roams the streets, fighting crime and righting wrongs – many an evil-doer has cause to tremble on hearing the sound of Tim's sinister (yet undeniably funky) footsteps underpinning the distinctive riff of justice.

DAVE GREEN

Our very own alien Prod Ed first stumbled across Earth as a direct result of NASA's controversial SETI broadcasts back in the early 1970s. Since then he has lived among us, learning our human ways, and only using his superior technology to interfere in our history "when it seemed like a good idea". Accustomed to the higher gravity of his own world, Dave has incredible strength, the ability to levitate at will, and "a brain that is very similar to those of you humans – except that certain 'weaknesses' have been removed," he chuckles.

TIM NORRIS

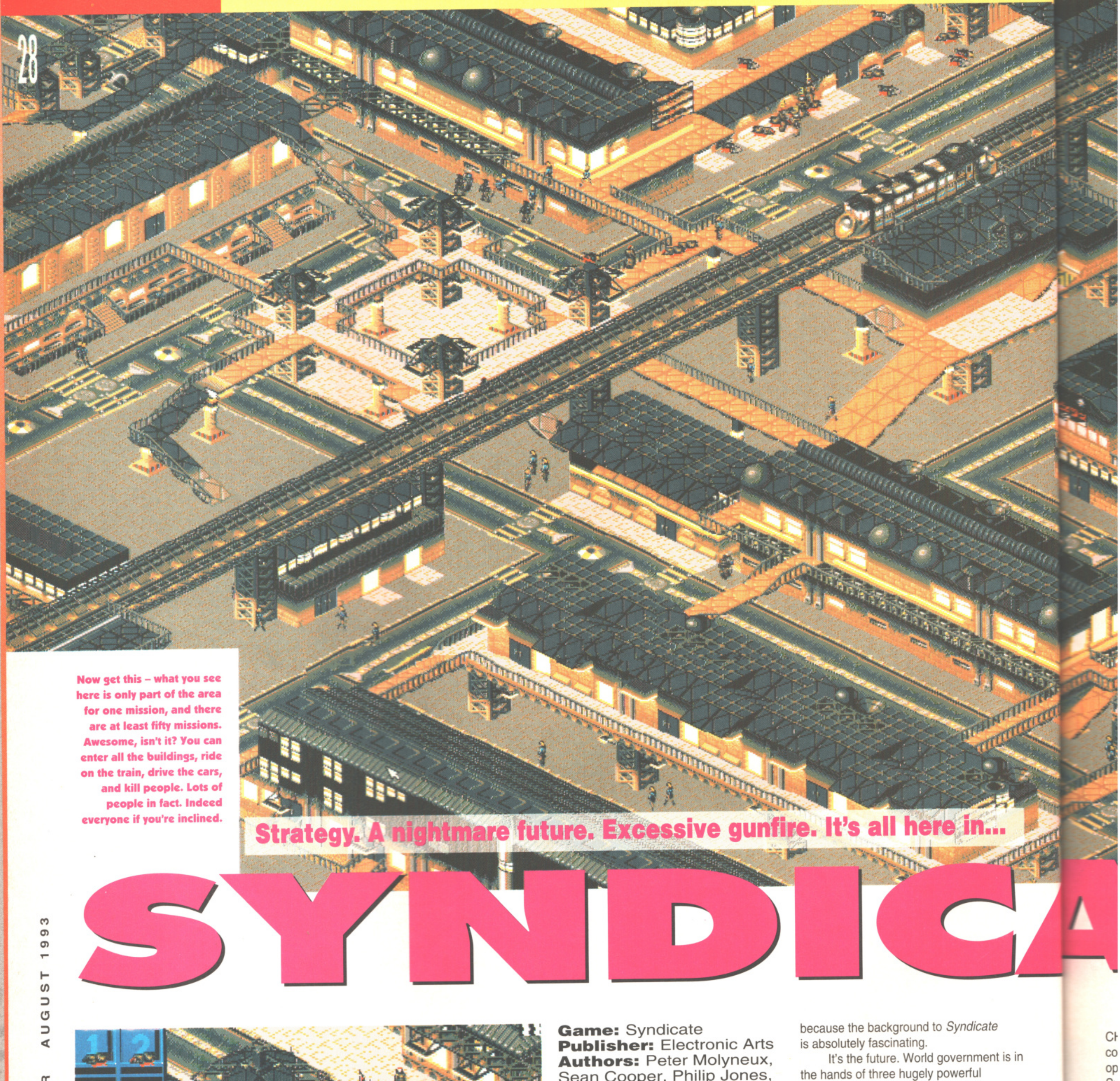
Educated at Britain's finest public schools, the young Tim was quickly snapped up by the Civil Service, where his razor-sharp organisational genius helped Her Majesty's Government through many a constitutional crisis. Hotly tipped to take over as head of MI5, he turned down the (honorary) position to come and work for AMIGA POWER. To his credit, Tim speaks over 15 languages (including Latin, Greek and ancient Etruscan), is a world-class championship knitter (yes, girls, he makes all those lovely woolies himself!), and spends his spare time hunting down Nazi war criminals and putting them in jail.

MARK WINSTANLEY

Bottom, right: In 1984, a covert CIA operation to create a new breed of 'super soldier' went disastrously wrong. The public were told that all the experimental subjects had been recaptured. But, for once in their otherwise blameless lives, the CIA *lied*. Hounded by the authorities for a crime he did not commit, Mark now lives in a secret underground base just outside Bristol, where he cheerfully balances the demands of his official 'career' in computer journalism with a lucrative sideline in trans-continental gun-running. "It's a living," he grins.

How does our scoring system work, then?

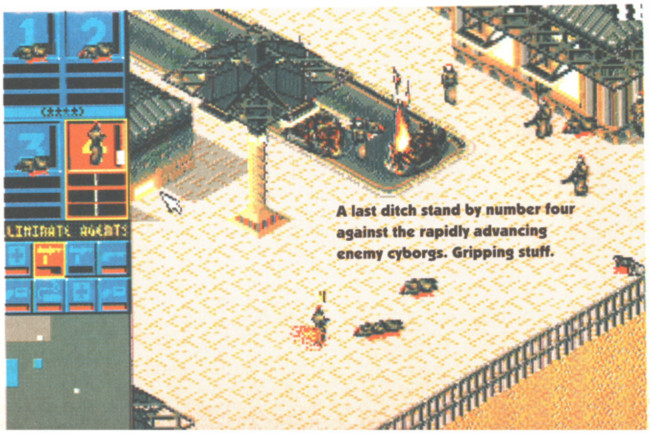
1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. We haven't got time for third points.



Now get this – what you see here is only part of the area for one mission, and there are at least fifty missions. Awesome, isn't it? You can enter all the buildings, ride on the train, drive the cars, and kill people. Lots of people in fact. Indeed everyone if you're inclined.

Strategy. A nightmare future. Excessive gunfire. It's all here in...

SYNDICA

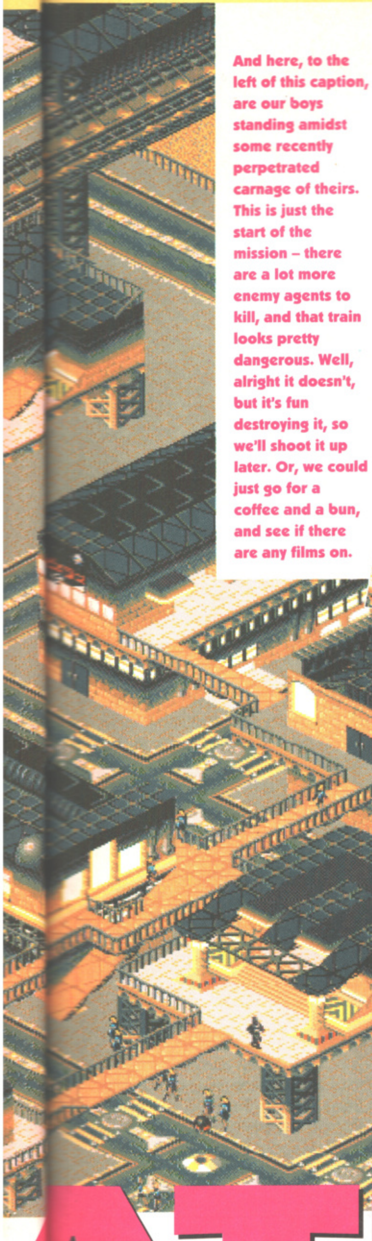


A last ditch stand by number four against the rapidly advancing enemy cyborgs. Gripping stuff.

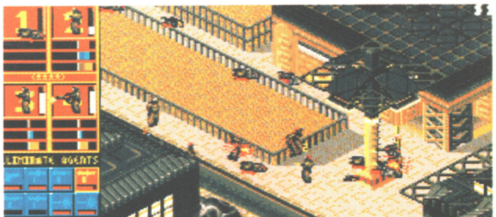
Game: Syndicate
Publisher: Electronic Arts
Authors: Peter Molyneux, Sean Cooper, Philip Jones, Mike Diskett, Mark Webley, Guy Simmons, Chris Hill, Paul McLaughlin, Alex Trowers, Russell Shaw (or Bullfrog, in other words)
Price: £34.99
Release: Out now

Usually we skip over the plot line of a game because it's tedious and, frankly, irrelevant. But let's break with tradition this time, because the background to *Syndicate* is absolutely fascinating.

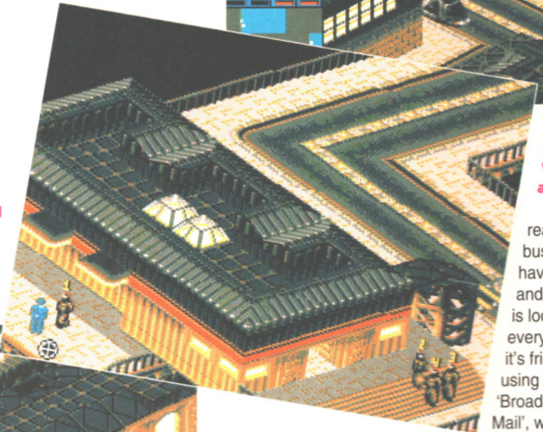
It's the future. World government is in the hands of three hugely powerful multinational corporations, one in America, another in Europe and the third in the Far East. The European corporation develops a device known as the CHIP, which is inserted in the neck and stimulates the brain, offering the user an enhanced perception of the world far better than any drug. It also offers the corporation the chance to manipulate the public through auto-suggestion, and it soon becomes apparent that control of the CHIP means control of the people.



And here, to the left of this caption, are our boys standing amidst some recently perpetrated carnage of theirs. This is just the start of the mission – there are a lot more enemy agents to kill, and that train looks pretty dangerous. Well, alright it doesn't, but it's fun destroying it, so we'll shoot it up later. Or, we could just go for a coffee and a bun, and see if there are any films on.



Look , before you complain, it's an accurate description of life in the future where gangs of cyborg agents battle each other for control of a city. So there.



Well, it is violent I suppose. Extremely violent in fact. But it's all in a good cause, eh?

ATE

This scramble for a monopoly over CHIP technology leads to war between the corporations, which in turn leaves them open to infiltration. This is where the Syndicates come in – crime syndicates who have been pirating CHIP technology and bribing and murdering their way into the upper echelons of the multinationals. Soon, the Syndicates have taken control of the corporations and the world is locked in bitter power struggles over territories. And the Syndicates exert their influence via teams of custom-built cyborgs, armed to the teeth with state-of-the-art weaponry.

Wow. Now if that doesn't make you want to start playing this game, then you may as well stop reading this right now and skip straight to *Yo! Joe!* or something. As it happens, this plot has its roots in a well defined genre – 'cyberpunk'. Now, despite the fact that Neuromancer (William Gibson's seminal novel which first brought the cyberpunk vision of the future to the public) was first published almost 10 years ago, there's still a significant number of people willing to witter on about the movement as some kind of 'new wave'. In fact, cyberpunk is very much an '80s 'thing', and its resurgence actually a sign of an impending '80s revival. The seventies will soon be outré, and Abba will be replaced in the nation's hearts by Neuromancers and New Romantics. Mark my words.

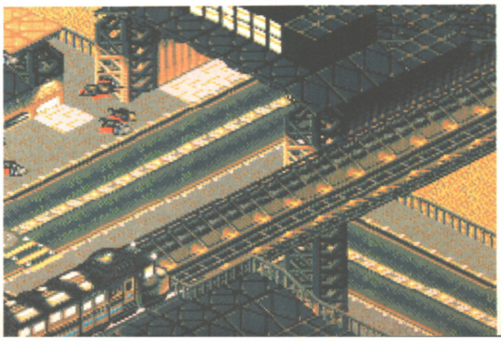
On the other hand, the cyberpunk vision (a world where technology is available to everyone, where serious crime is committed on computer networks which form 'virtual realities', and where big business multinationals have increasing power and influence in the world) is looking more accurate every day. In the AP office, it's frighteningly close – using software known as 'Broadcast' and 'Electronic Mail', we regularly 'Jack-in' to the CyberMatrix, spinning through the Virtual Data stream to experience the Neon Lattices of Logic burning across the TV-blue skies. And asking our friends what they're doing for lunch. Yes. *(Confused by all this high-tech cyber-jargon? Don't worry, the feature on page 32 explains it all. And more. – Ed)*

GLOBAL AMBITIONS

Yeah, right – *Syndicate*. It's a strategy game in which you're an up-and-coming executive looking to extend the influence of your Syndicate, and ultimately dominate the world. You set up your own organisation, with your own logo and trendy name – mine's a gothy (in fact, very cyberpunky) girl, and I've called it The Raven. It's excellent.

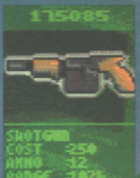
"It's impossible to describe how much fun this all is"

You chart your progress through the game using the world map, which shows the world divided up into territories, with each territory coloured to indicate which Syndicate holds power there. Paint the whole map your colour and you're the supreme ruler of the world. To gain control of a territory you have to accomplish a mission, and mission objectives vary from kidnapping scientists and pressuring ➔



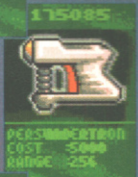
I'm telling you, this train's annoying me. It's gonna have to go.

GUNS AND POSES



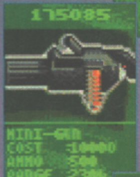
175085
SHOTGUN
COST :250
AMMO :12
RANGE :1024
SHOT :2

Your shotgun is good for taking out a meddling member of the public.



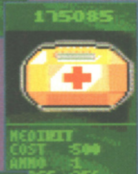
175085
PERSUADERTRON
COST :5000
RANGE :256

Persuade-a-tron, totally essential for certain missions.



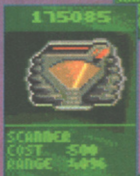
175085
MINI-GUN
COST :10000
AMMO :500
RANGE :2304
SHOT :10

This is excellent for dispatching pesky kids and dogs.



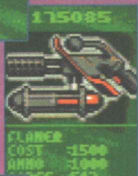
175085
MEDIKIT
COST :500
AMMO :1
AGE :256
OT :1

It's vital to take a medi-kit with you to patch up any injuries.



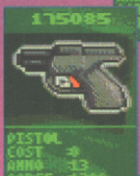
175085
SCANNER
COST :500
RANGE :4096

The scanner locates your target and guides you out, too.



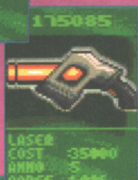
175085
FLAMER
COST :1500
AMMO :1000
AGE :512
OT :1

This is just plain nasty. It basically sets fire to people.



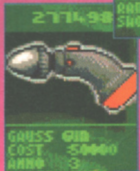
175085
PISTOL
COST :0
AMMO :13
RANGE :1280
SHOT :0

One of the wimpiest weapons, but good for a backup.



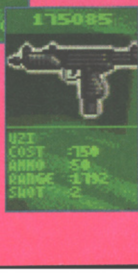
175085
LASER
COST :35000
AMMO :5
RANGE :4096
SHOT :2000

Lasers finish off enemies in one bright flashing light. Great.



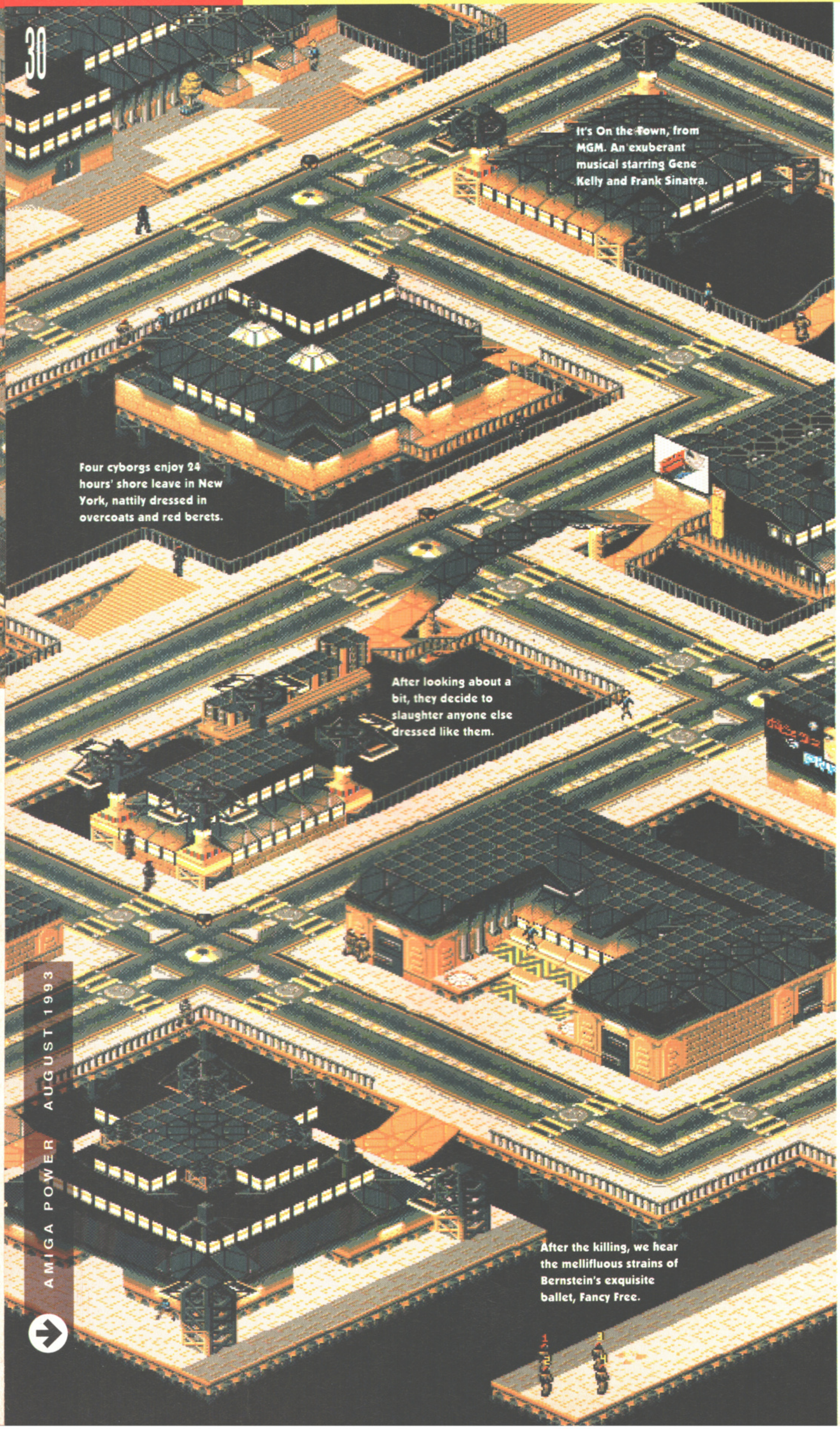
277498
GAUSS GUN
COST :50000
AMMO :3
RANGE :5120
SHOT :1500

The gauss gun. Very powerful, but looks a bit like a p...



175085
UZI
COST :750
AMMO :50
RANGE :1792
SHOT :2

The essential rap accessory, the good old Uzi.



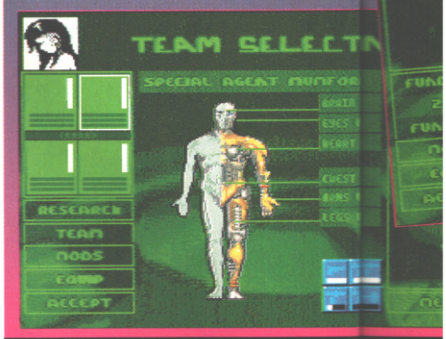
It's On the Town, from MGM. An exuberant musical starring Gene Kelly and Frank Sinatra.

Four cyborgs enjoy 24 hours' shore leave in New York, nattily dressed in overcoats and red berets.

After looking about a bit, they decide to slaughter anyone else dressed like them.

After the killing, we hear the mellifluous strains of Bernstein's exquisite ballet, Fancy Free.

Arming up your cyborgs. Give them powerful weapons, replacement limbs, high-tech gadgets and red berets.



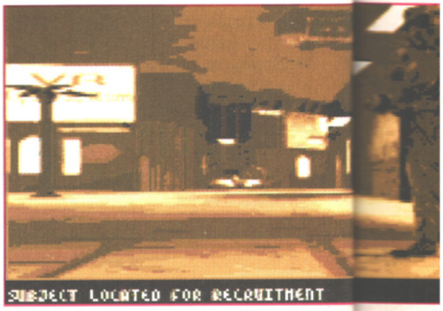
YOU CAN'T STOP PROGRESS

them to work for your Syndicate to simply walking through the territory mowing down opposition agents. After you've been given the mission briefing, it's time to tool up.

This is where you enter the strategy part of the game. You're given a team of cyborgs, from which you can choose a maximum of four to tackle a mission. You buy the weapons and equipment that each cyborg needs for the task in hand – at the start you only get a choice of pistols and shotguns, but by allocating funds into research and development you acquire the technology for really destructive hardware like machine guns, lasers and high-powered flamethrowers. These won't be available until later missions, but by putting more into research you can speed up the development process significantly.

You can also use your budget to upgrade the modifications of the cyborgs themselves. By giving them higher version legs, arms and chests, for example, you can improve their mobility, defence against attack and carrying abilities. Keep putting money into modifications and you can build up a supremely powerful team of professional killers.

(Hmm. I'd just like to interrupt this review for a second. Although *Syndicate* is excellent, I can appreciate that reading about it is not as fun as actually playing it. I'm fully prepared to admit that it's slightly tedious in fact. I'd like to inspire your confidence at this point by pointing out that the best bit of the entire game is yet to be described, in what I hope will be some of the finest prose concerning computer games yet to be committed to paper. In the meantime, here's a joke: Q. What's green and lets you do things? A. Permit the Frog. Right, on with the review.)



SUBJECT LOCATED FOR RECRUITMENT

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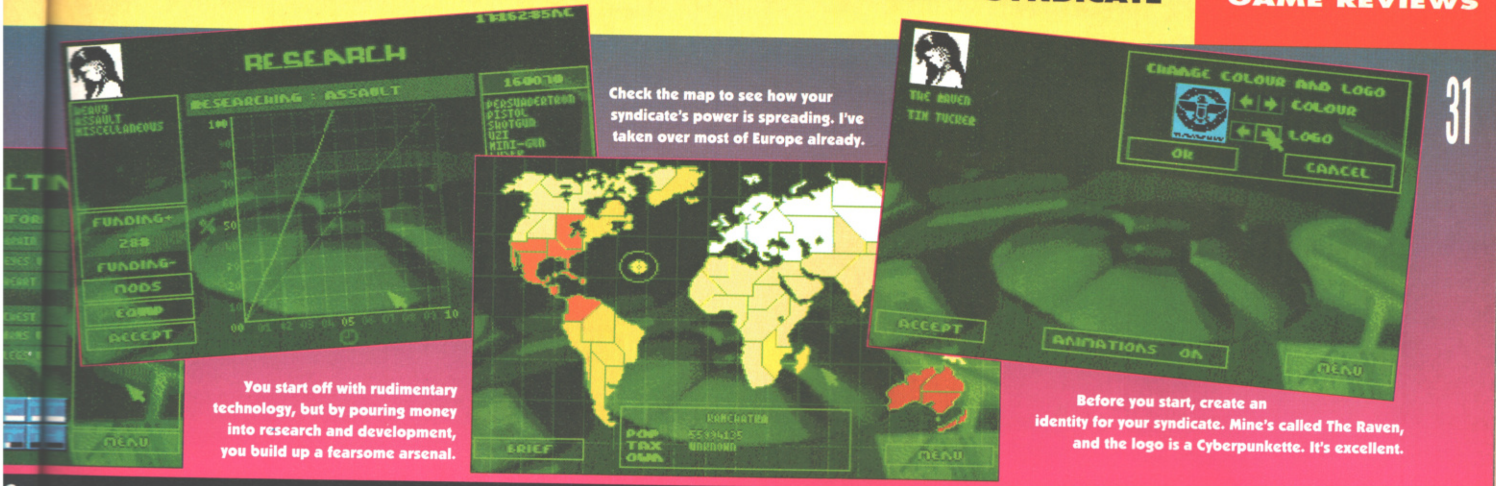


You start off with rudimentary technology, but by pouring money into research and development, you build up a fearsome arsenal.

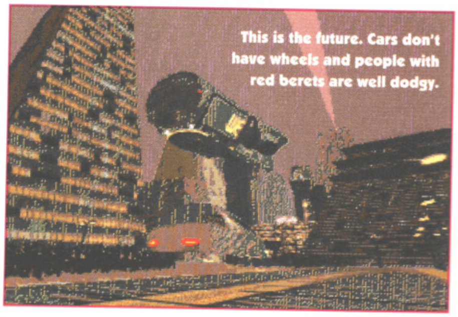
Check the map to see how your syndicate's power is spreading. I've taken over most of Europe already.

Before you start, create an identity for your syndicate. Mine's called The Raven, and the logo is a Cyberpunkette. It's excellent.

And now starts what is probably the most violent and amoral slaughter-fest you have ever had the pleasure to be involved in. The action takes place on an isometric 3D play area rendered in amazing detail, including Blade Runner-esque advertising billboards, monorail services, road vehicles and a whole city's worth of citizens. The control system is nice and easy to get used to, simply requiring you to click where you want your team (or individual characters) to go, while using the right mouse button to unleash hot leaden death. If you were sensible when tooling up you'll have equipped one of your characters with a scanner, which provides information as to where your mission target is to be found, the presence of enemy agents, police and so forth.

HITTING THE TOWN

Apart from your primary target (which may or may not be an assassination), it's a good idea to pick off as many enemy agents as you can. These look very similar to you – big overcoats to conceal the personal arsenal, and, weirdly, what look like red berets or something. Anyway, they're easy to spot, but you're quite often caught unawares when a group of them spring from nowhere and start to fire on your team. Oh, and don't worry about any pedestrians that get in the way – just mow them to pieces too, you won't be penalised. No-one cares.



This is the future. Cars don't have wheels and people with red berets are well dodgy.

Your only other worry is the police. They aren't permitted to open fire on you unless you pull out your weapons, so to avoid trouble it's generally a good idea to put your weapons back in your overcoats when you've polished off some rival Syndicate trash. But then again, the police are easy to kill so why not use them for target practice and teach the inhabitants of the place that you're a force to be reckoned with? *(Don't try this at home, kids. – Ed)*

> **"I had great fun reducing the train to a flaming ruin"**

This is one of the great plus points of the game – your options are always completely open. Every building can be entered (and indeed occasionally house enemy scum), you can shoot and destroy cars, drive any vehicle you come across, get in trains – it's totally interactive. I had great fun reducing the monorail train to a flaming ruin once it had ceased being of any use to me. The missions can take place over very large play areas too, which means there's loads to explore and discover.

If you successfully complete a mission you're returned to the map screen, where the newly acquired territory will be rendered in your colour. You can now set new tax rates for the territory to any figure you like – obviously the higher the rate, the larger your budget for later missions, but set it too high and you'll find that the citizens become dissatisfied with your regime and rebel. This leaves the territory open to enemy infiltration, and requires you to return to the area to mop 'em up – which can be irritating, but also strangely cathartic, I find.

It's impossible to describe how much fun this all is. The blend of strategy and action is perfect, and the highly charged atmosphere is evident throughout, from the lovingly realised future metropolitan hell to the frighteningly realistic gun shot sound effects. I feel I should point out, however, that it is a highly amoral game – life is wasted with alarming frequency, and there are no good guys as such, just one set of ruthless criminals against another.

As always at AMIGA POWER, though, there are a couple of niggles. Technically, the scrolling is a little on the slow and jerky side on a standard Amiga. This is a slightly unfair criticism, because this amount of detail is bound to create some problems, but I feel it's only right to point it out. 1200 owners have nothing to worry about on this score. The only other thing is that controlling vehicles is slightly irritating. Some cities require you to enter and exit them by car, but, due to the one-way system, trying to get out often results in a ridiculous trip around the entire road network. Familiarity improves the situation.

Syndicate is top-grade entertainment of the highest order. Bullfrog already have an outstanding reputation in the Amiga software department, and there is no doubt at all in my mind that this can only raise their name to even dizzier heights. An instant classic.

● ***TIM TUCKER***

UPPERS I never thought I'd say this, but the sight of four highly equipped and dangerously violent cyborgs striding through the future cities of the world annihilating everything in their path engenders a strange euphoria. Actually controlling them towards your own ends is even better.

Also, a special mention for the recoil effects when shooting an enemy, the grossly overplayed violence and the terrifyingly accurate sound effects.

DOWNERS Slow and jerky scrolling and, at times, difficult vehicle manipulation are the only things that tarnish the game, and they are nowhere near enough to dissuade you from buying. So forget this bit.

THE BOTTOM LINE

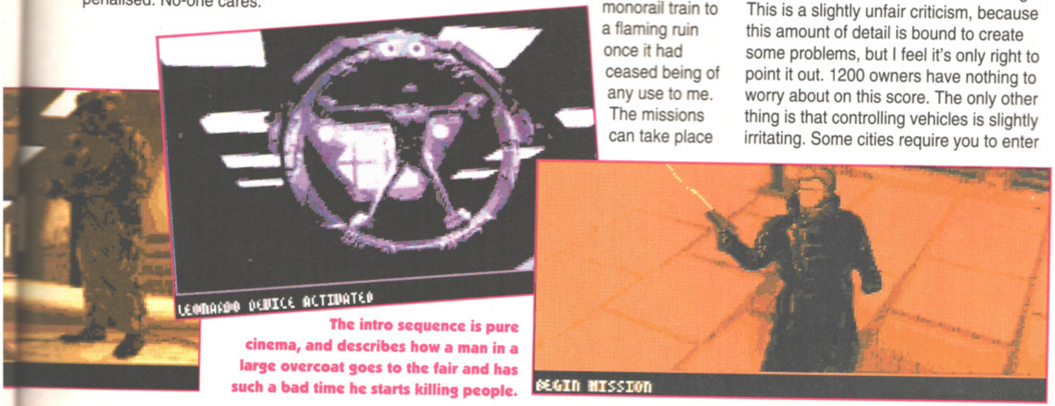
A fully-charged saga of cyber-induced power struggles, this game's got everything. Strategy AND a callous disregard for human life. It really is quite difficult to describe why, but I urge you to trust me (and Bullfrog, of course) and demand a copy of this game from your nearest software retailer immediately.

91 PERCENT

THE BOTTOM LINE

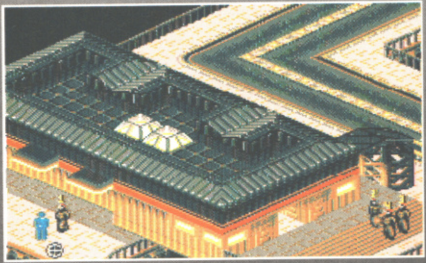
A1200 Substantially smoother, faster and better – which gets it a well-deserved extra 2 percent.

93 PERCENT



The intro sequence is pure cinema, and describes how a man in a large overcoat goes to the fair and has such a bad time he starts killing people.

SYNDICATE

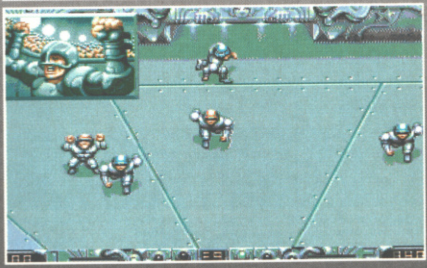


Great CyberGames No 1: SYNDICATE

(Bullfrog/Electronic Arts)

Top-class ultra-violent entertainment with all the classic cyber-ingredients – a near-future dystopia, superhuman (but dangerously volatile) cyborgs unhindered by all that 'Three Laws of Robotics' crap, companies more powerful than governments, marketing-speak gone mad, a blend of futuristic and modern-day firearms etc etc. Fab.

SPEEDBALL 2

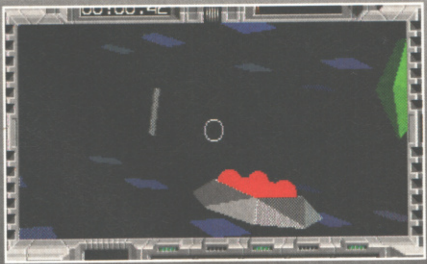


Great CyberGames No 2: SPEEDBALL 2

(Bitmap Brothers/Image Works)

Based on definitive cyber-movie Rollerball (right down to the bloke banging the metal ball against his leg), it's a chilling (and hopefully tongue-in-cheek) tale of extreme violence as sport. And it's all sanctioned by big bad corporations in order to pacify the masses. If this doesn't beat American Gladiators in the 1999 ratings wars, we'll want to know why.

INTERPHASE



Great CyberGames No 3: INTERPHASE

(Image Works)

Enter the mental brain-zone of a crazy-mad computer, where you fight it out with other weird data creatures for possession of vital snippets of information. Probably the best Amiga 'cyberspace' game so far, it's not quite "Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding...". But it's close enough.

BLACK TO 1

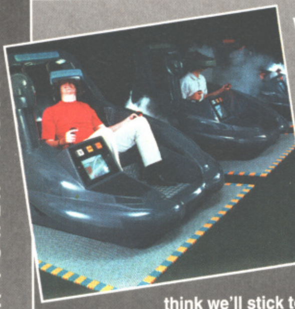
It's new! It's exciting! It's certainly no more than ten years out of date! Dr David

Here at AMIGA POWER, we receive many letters asking our advice on a wide number of subjects. And there's one topic that crops up more often than most – cyberpunk. For instance: "What's this funny word mean?" asks K Cecil of South London. "Why are some games *(Syndicate,* for instance) suddenly 'cyberpunk'," he continues, "and some not? Did I miss something?". Well, yes 'K', you did. You missed possibly the most exciting development in the history of youth culture since the invention of the home computer itself. You missed THE SINISTER FUTURISTIC WORLD OF CYBERPUNK.

Okay, first things first. What does 'cyberpunk' actually mean? Well, it's kind of like ordinary science fiction, only somehow more gritty and more realistic. Yep, 'gritty' and 'realistic', those are definitely the key words to bear in mind. Cyberpunk fiction takes place in a dark near-future world crammed full of ingredients recognisable from today – video games, huge super-powerful computer companies, and automatic weapons. It's almost as if it was deliberately invented as the ideal medium to satirise the fanatical enthusiasm of mid-1980s home-computer owners. But I digress.

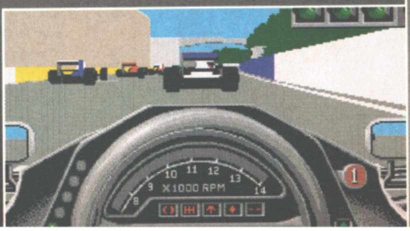
Anyway, there's enough going on around the rest of this page to give you a good idea of what this 'cyberpunk'

THE TV WILL NOT BE REVOLUTIONISED



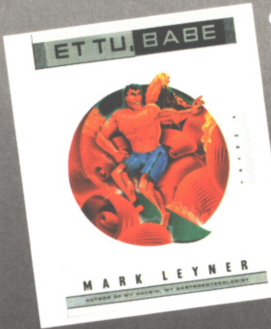
What's 'virtual reality' got to do with all this? Well, not very much actually. Virtual reality is what you get if you try and write a database program as a filled-polygon flight sim, and, as such, was responsible for a whole load of media hype that made people think that the Lawnmower Man movie wasn't going to suck. Strangely, every 'VR' coin-op we've seen has been as realistic as playing a Spectrum 3D game with a TV strapped to your head (and about as much fun). And if 'virtual sex' turns out to be anything near as embarrassing and/or disappointing as the real thing, we think we'll stick to watching Brookside, thanks very much.

Above: Here's what the thrilling world of VR looks like from the outside. Hmm.



But inside, it looks like *F1GP*. Only with slower updates.

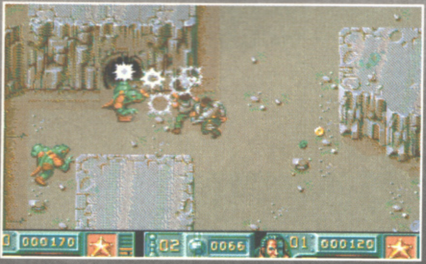
PRETEND YOU'VE READ... – THE ULTIMATE GUIDE TO



Of course, in a proper cyberpunk future, no-one will read any more – you'll get all your information from three-dimensional visi-screens that plug into your ears or something. That's why we've saved you the trouble of hanging around in Forbidden Planet and Tower Records looking for weird items that the assistant's never heard of (remember we're dealing with a 'cult' here, so the more obscure your references, the better!). Yes, we've researched everything for you and here's all you need to know:

Books: Number One is still Neuromancer by William Gibson, which started it all way back in 1984. Gibson went on to invent 'steampunk' (but frankly lost the plot a bit) in The Difference Engine, and will hopefully return to form in his new near-future novel, Virtual Light, out soon. However, some fear that he's "done a Douglas Adams" – ie made a serious effort to understand the technology that he previously name-dropped with such cheerful abandon – and may never write anything truly funny again.

THE CHAOS ENGINE

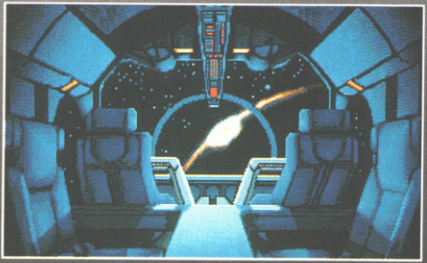


Great CyberGames No 4: THE CHAOS ENGINE

(Bitmap Brothers/Renegade)

Slightly influenced by the 'steampunk' genre, which asks questions like: What if Charles Babbage *had* completed his Difference Engine, thus causing the Information Revolution to happen at the same time as the Industrial one? Well then presumably Victorian children would have grown up playing two-player *Gauntlet*-clone shoot-'em-ups. Like this.

CYBERRACE

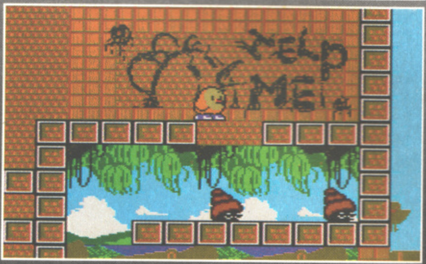


Great CyberGames No 5: CYBERRACE

(Cyberdreams)

Well, it's got the word 'Cyber' in the title, which is always a good start. But what do they follow it up with? – 'Race'. Not very sinister-near-future-nightmare, is it, lads? Next time, try something a bit more hip and cutting- edge-technological, like, er, 'punk', or 'space'. However, this one isn't out quite yet, which makes it pretty near-futuristic, I suppose.

NEW ZEALAND STORY



Great CyberGames No 6: NEW ZEALAND STORY

(The Hit Squad)

Believe it – *NZS* pits a technologically-augmented KiwiBird against a whole range of cybernetically-enhanced shades-wearing mercenaries, in a bid to rescue his friends from a shadowy multinational using them for illegal genetic research. All set to a thumping techno-industrial grind-core soundtrack *(No it isn't. That's enough Great CyberGames. – Ed).*

HE FUTURE

Green tells confused *Syndicate* players all they need to know about CYBERPUNK.

stuff looks like, so let's get straight down to practicalities. You want to know how to become part of the movement? Simple! Just follow our easy step-by-step guide...

FIVE STEPS TO DATA-HEAVEN

1 Clothing. The cyberpunk 'look' is all important, and involves lots of black jeans and T-shirts. If you have an older brother or sister who used to be a goth, then they should be able to help you out. Oh, and don't forget the mirrored sunglasses and dodgy '80s haircut. They're vital!

2 Computing. Refer to your Amiga as your 'deck' or your 'console'. When you switch it on, claim that you are 'jacking in' to 'the matrix'. Alternatively, buy a modem and make out that it is in some way difficult to use, and that you are therefore quite cool because you can download stuff from bulletin boards.

3 Conversation. Apart from the new terminology you picked up in (2), you should pepper your everyday interactions with quotes from the movie Blade Runner (preferably the original, non-director's cut, version – it's just so much more ironic).

4 Capital letters. Cyberpunk authors find these extremely useful – standard abbreviations are okay (CPU, ROM, GM-TV, for instance), but not as trendy as perfectly-acceptable words joined together with a capital letter in the middle (SimStim, WorldNet, NobHead etc).

5 Crap atmospherics. To top it all off, somehow you have to surround yourself with the trappings of a dark, tense and (yes!) grittily realistic future. This means TVs, videos, jittery fluorescent lighting that you never bother to fix and loads of naff matt-black furniture from the, er, 1980s again. What could be more modern than that?

So there you go. No more need you be confused when reading reviews wittering on about how 'cyberpunk' *Syndicate, Rodland* and *International Rugby Challenge* are, no more need you be baffled by our cleverly post-modern witticisms. Just cut out and keep (er, 'scan and archive') this handy guide, and you'll be the heppest cat on Groove Street, man. *(Wrong decade. Again. – Ed)*

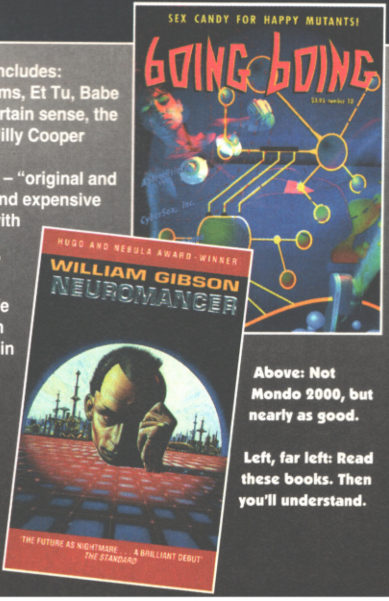
THE CYBERPUNK 'LIFESTYLE'

Other stuff to painstakingly work into casual conversation includes: Farewell Horizontal by K W Jeter, Hardwired by Walter Jon Williams, Et Tu, Babe by Mark Leyner (in his own words, "the most intense, and in a certain sense, the most significant young prose writer in America") and Riders by Jilly Cooper (just to make sure everybody's still paying attention out there).

Magazines: Obviously you have to name-check Mondo 2000 – "original and best". Sure, it veers off the point a bit, and is maybe too glossy and expensive for the guerrilla-media tastes of some, but each issue's packed with more bizarre 'new-edge' ideas than a year's worth of Tomorrow's World. For added credibility, refer to the mag as 'Reality Hackers' (as it used to be called) and then hastily correct yourself.

Sounds: "Do I really have to listen to 'industrial' music?" (We hear you ask) "It's horrible!" No, don't be silly. Scientific research has proved that both hip-hop and techno have plenty of samples in them, and are therefore just as post-modern and hence as 'cyberpunk' as that dreadful industrial racket.

Leisure activities: Playing video games and hacking into major world power defence systems are two good 'cyberpunk' things to do in your spare time. Football, going to the pub looking for a fight, and anything with girls in it are 'non-cyberpunk'. Unfortunately.


SEX CANDY FOR HAPPY MUTANTS!
bOING bOING
HUGO AND NEBULA AWARD-WINNER
WILLIAM GIBSON
NEUROMANCER
'THE FUTURE AS NIGHTMARE . . . A BRILLIANT DEBUT'
THE STANDARD

Above: Not Mondo 2000, but nearly as good.

Left, far left: Read these books. Then you'll understand.

AND FINALLY...

...just a few more top lifestyle suggestions to help boost your CyberCred!

Popular cyberpunk slogans explained:

"The street finds its own uses for things." – William Gibson. Interestingly, Bill is here referring to 'Coronation Street', which often features characters appropriating technology for their own ends – swatting flies with newspapers, using bricks as doorstops. And so on.

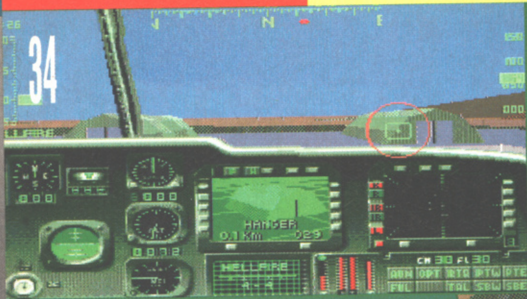
"Cyberspace is where you are when you make a telephone call; it's where your money is right now." – William Gibson (again), this time giving the impression that the ultimate virtual reality looks something like a cross between a phone box and a piggy bank.

Things 'real' cyberpunks never say:

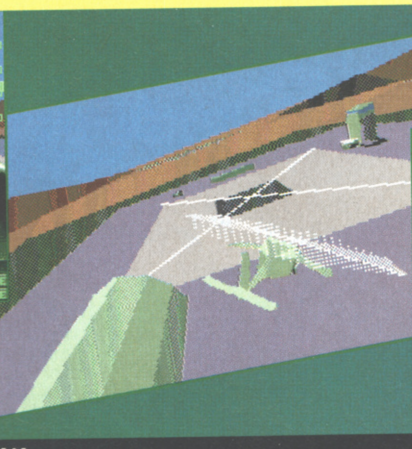
"Do I switch on the hard drive before the computer, or is it the other way around?"

Things not to say to cyberpunks:

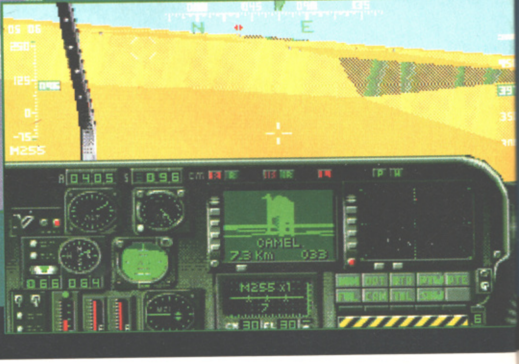
"That new Billy Idol album's good, isn't it?"



From the pilot's view, taking a Blackhawk off from your home base looks like this.



And here it is from glorious, fully technicolour, follow-the-helicopter-o-vision. Incredible!



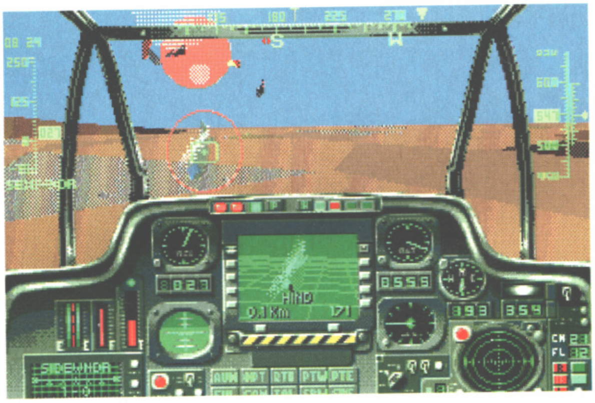
After all this time, I finally get to do this gag, so listen up. Don't you think it's strange that American pilots travel thousands of miles to Kuwait just to smoke a camel?

AERIAL BOMBARDMENT GETS IT CLEAN

GUNSHIP

Oh no, not *another* helicopter game? Well, this one's a simulator. And it's great.

Game: Gunship 2000
Publisher: MicroProse
Authors: Darrell Dennies, James Day and Detmar Peterke
Price: £35.99
Release: Out now



It seems to me that the American army should take some basic grammar lessons before they head out into the world to lock horns with an adversary worthy of their superpower status, like Grenada, or Panama, or Iraq maybe. I just find it weird that they insist on speaking not only in bizarre acronyms (LURP, SNAFU, FARP etc) but also backwards, a bit like Yoda. Take the gunship circa the year 2000 of the title – it's the as yet unbuilt AH-66A Comanche gunship, which is apparently a concept from the US Army's Light Helicopter Experimental (LHX) program. Shouldn't that be XLH, or ELH if we're going to get it absolutely right? If they can't even construct sentences properly, it's no wonder they got their butts whupped in Vietnam. But historical speculation aside, let's get on to this gunship helicopter review game.

Gunship 2000 is the follow-up to MicroProse's hugely successful *Gunship,* and this time around it's got the inevitable 'Persian Gulf' scenario that's become a standard inclusion in war games since Hussein (who's sane? Not you Saddam, that's for sure, matey) got the idea of increasing his countries' beach-front hotel potential. You may have heard about it on the news some time ago.

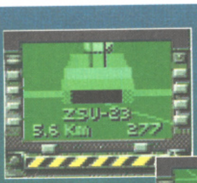
To satisfy the techno-lust of all you stat-heads, there's a range of seven helicopters to choose from, from a tiny observation 'Loach' to old favourites like the AH-64 Apache and the AH-1W SuperCobra gunships, right up to the Comanche, with its fly-by-wire and Stealth technology. On some of the early missions, you're given a Super Cobra as a default setting, which may have been THE thing to be seen killing people in about twenty years ago, but is quite frankly a bit passé these days. Thankfully you can strap into an Apache instead, whose bigger payload effectively means you can carry an extra weapons system. This is always a very Good Thing.

"Enough choice to make Mother Teresa drool"

As with most simulations, you're confronted by a pretty massive manual and it's obvious from this that it isn't one of those games that you can just bung into your Amiga and get going. Of the 166 pages you can discount about 80-odd straight away, as they're packed with bedtime reading about the history of the helicopter, combat tactics, details of ground targets and the like. Most of it's pretty interesting, and lots of the facts and figures turn out to be helpful for the game, especially the maximum ranges of all the weapons systems used. There's something massively satisfying about launching a Stinger missile at a gun emplacement when you smugly know that you're out of range of his fire. Blast a few triple-A batteries in this way and, believe me, life is sweet.

Being more interested in getting off

TARGETED FOR TERMINATION



In a guest appearance from that other Amiga hit *Desert Strike,* it's a ZSU triple-A.

These Russian tanks have a dodgy petrol engine. Boom!

Every summer, Volvos towing these clog Arab motorways.

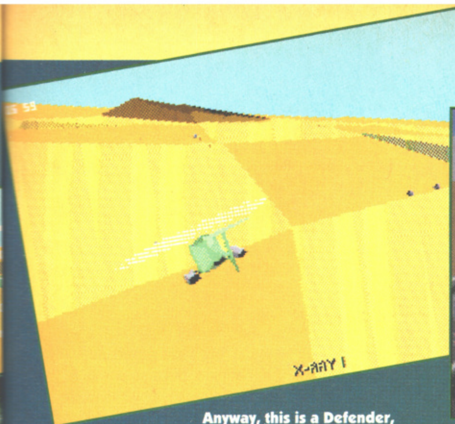
Unlike the owner of Cheers, these can blow you out of the sky from miles away.

Sending off a Sidewinder usually helps you retain air superiority.

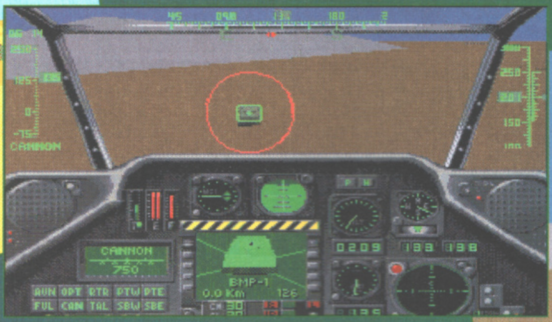
Penguin missiles are ideal for producing instant submersibles.

It's a cheapo Brazilian design, and a bit crappy.

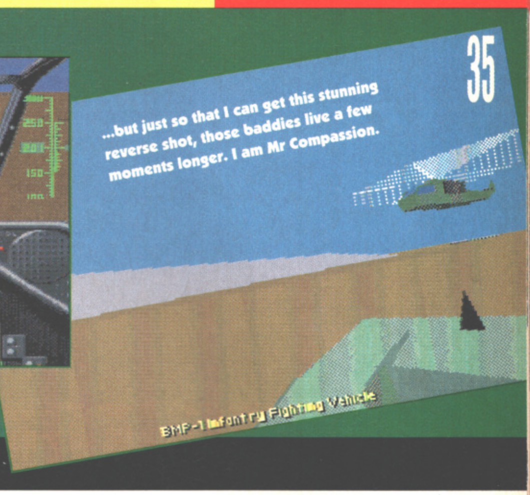
It's got long range, it's got a big warhead, in fact, it's Scud. Arf.



Anyway, this is a Defender, and so's the picture before it – that one over there with the tedious joke about dromedaries.

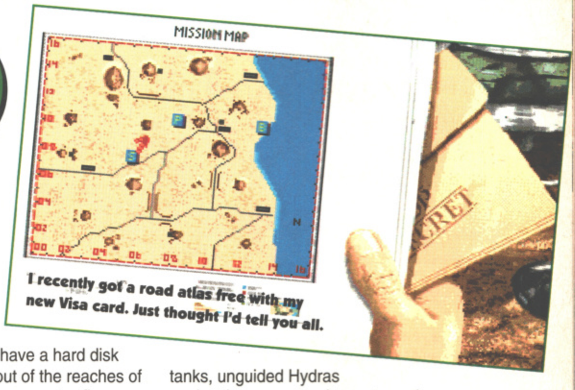


Of course, I could rip up this armoured car with a concentrated stream of 30mm cannon fire from my Cobra...



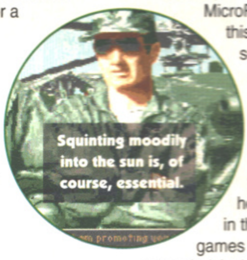
...but just so that I can get this stunning reverse shot, those baddies live a few moments longer. I am Mr Compassion.

2000



I recently got a road atlas free with my new Visa card. Just thought I'd tell you all.

the ground, It's great to see that the game comes with a little summary card, which you can plonk on the top of your Amiga and refer to. This sort of thing's essential for games requiring twenty odd keys to play properly, and it's reassuring that the manual is easy to read and well laid out, an essential feature for a game of such complexity. Hooray! There's a tutorial section to get you up and running, and (double hooray) the game actually makes use of the second fire button that the Amiga is perfectly capable of supporting but that programmers seem incapable of using.



Squinting moodily into the sun is, of course, essential.

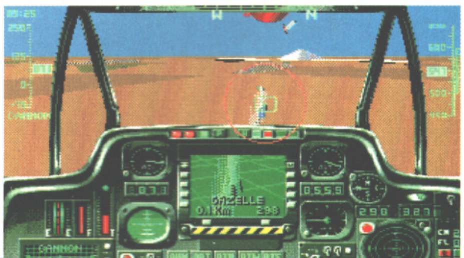
ARMED AND READY

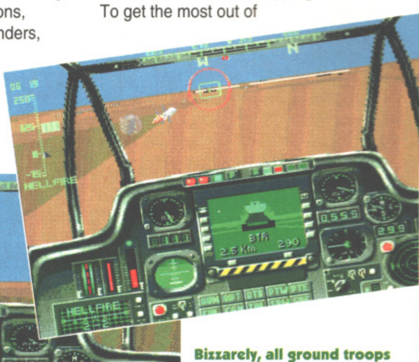
Weapons, weapons, weapons – there's enough choice here to make even Mother Teresa drool at the destructive possibilities. Okay, so the end result is the same, but what a clever and diverse range of stuff you can pick from. Cannons, gatling guns, chain guns, sidewinders, anti-tank, anti-plane, fire-and-forget infra-red-guided, line-of-sight wire-guided, and the list goes on. In Rambo Heaven, gunship pilots must rank as saints. The US government spends more on weaponry R&D than most countries have as a national budget, and *Gunship 2000* is at great pains to replicate their efforts in as much detail as possible.

The game features a huge front end before you even get to flying, although MicroProse seem to have realised this and carved off the intro sequence into a separate file, so once you've seen it, you can skip it straight away. Even so, you still have to sit through a good few lovely pictures before you finally get to fly, and here lies the biggest problem in the game. Normally I play games that I've got to review on an expanded Amiga 500 Plus, which is the machine that a large proportion of you (our readers) have. This way, if problems of speed or disk swapping crop up, I'll notice them. This time, however, I was forced to make an exception, and chucked the whole game onto the office hard disk – otherwise I'd still be swapping disks now. To get the most out of this game, you've either got to be so good that you never actually get killed (as the biggest swapping binges occur when you have to restart) or have a hard disk (which, let's face it, is out of the reaches of most people's budget) or an extra floppy drive. So anyway, that's my biggest gripe over with, so let's get onto the game.

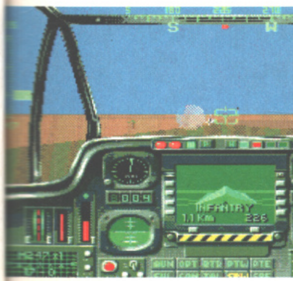
The missions are doled out at random, so you could find yourself being briefed in the middle of the desert, or on a ship, or in a field somewhere, being ordered to destroy bases or convoys or anything really, and the fun hasn't even started yet. Choosing your helicopter – now that is a laugh. All the best ones are kept out of the hands of learners, so you've got to notch up enough successful missions to get your hands on the eponymous *Gunship 2000.* You arm your chopper based on the mission briefing: Hellfires against tanks, unguided Hydras against less-armoured targets, and Sidewinders or Sidearms to take out other helicopters. As well as these multi-purpose 'tools' with which you practice your 'art', there are specialised weapons such as Penguin anti-ship missiles, which, with each weapon weighing in at a hefty 380 kilos each, are a lot more effective at messing up ships than an equal amount of chocolate biscuits or flightless birds.

Once you're loaded up and fuelled there's no reason not to get up in the air and after numerous pictures of mean-looking guys and lovingly-rendered ➔

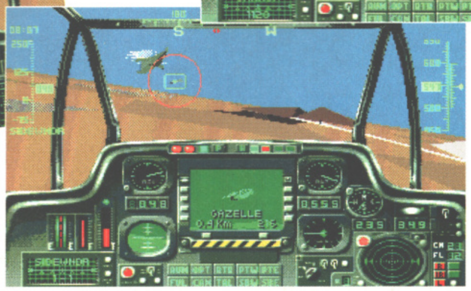




Check out the outgoing missile on the left. See ya tank! Have a nice death!



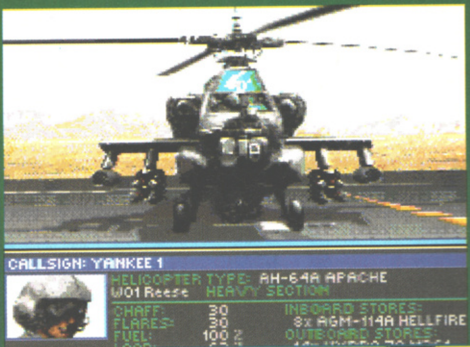
Bizzarely, all ground troops are hideously agoraphobic, and so crawl around hiding under large sheets with their guns sticking out.



Unlike planes, which are designed to fly, helicopters have all the aerodynamics of an average house brick.

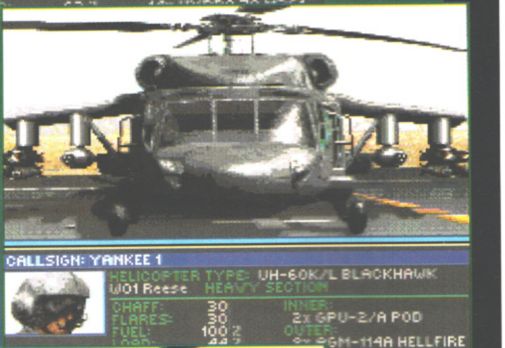
Most crashes are blamed on pilot error, but I tend to think that this guy will soon have the excuse of me shooting his rotors off.

ALL THE LATEST MODELS...



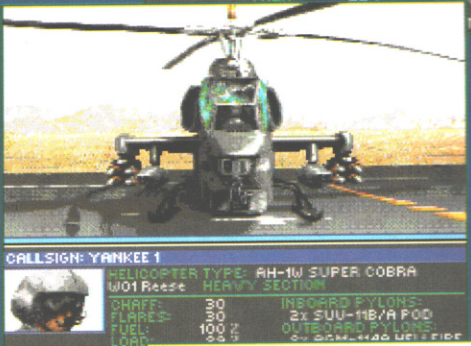
CALLSIGN: YANKEE 1
HELICOPTER TYPE: AH-64A APACHE
W01 Reese HEAVY SECTION
CHAFF: 30
FLARES: 30
FUEL: 100 %
INBOARD STORES:
8x AGM-114A HELLFIRE
OUTBOARD STORES:

American helicopters are all named after Indian tribes, so this fierce weapon platform's named after the baddest of them all.



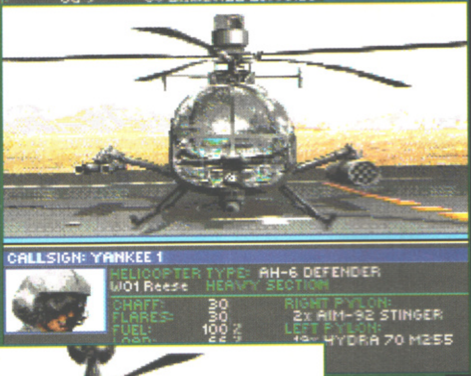
CALLSIGN: YANKEE 1
HELICOPTER TYPE: UH-60K/L BLACKHAWK
W01 Reese HEAVY SECTION
CHAFF: 30
FLARES: 30
FUEL: 100 %
INNER:
2x GPU-2/A POD
OUTER:
AGM-114A HELLFIRE

Using the same logic, we can only assume that the Blackhawk tribe were all stout fellows who used to carry lots of things in big rucksacks. Before the Yanks shot them all.



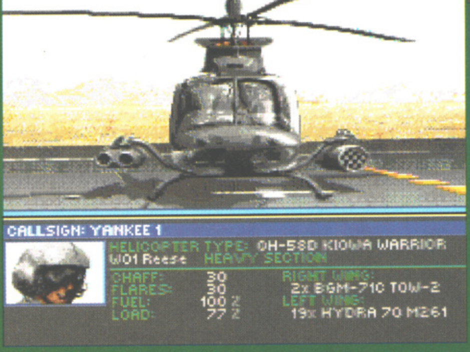
CALLSIGN: YANKEE 1
HELICOPTER TYPE: AH-1W SUPER COBRA
W01 Reese HEAVY SECTION
CHAFF: 30
FLARES: 30
FUEL: 100 %
INBOARD PYLONS:
2x SUU-11B/A POD
OUTBOARD PYLONS:

Ah, oh dear. Here my little theory runs into some rocky ground. The Super Cobra tribe? Sounds a bit unlikely to me. But hey, nice guns.



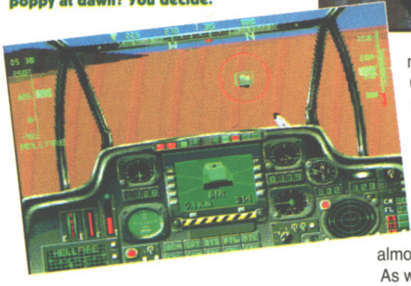
CALLSIGN: YANKEE 1
HELICOPTER TYPE: AH-6 DEFENDER
W01 Reese HEAVY SECTION
CHAFF: 30
FLARES: 30
FUEL: 100 %
RIGHT PYLON:
2x AIM-92 STINGER
LEFT PYLON:
HYDRA 70 M255

Oh no, and again! I really can't think of any John Wayne movie where the fort's being attacked by the ferocious Defender tribe. Maybe that book I read was lying.



CALLSIGN: YANKEE 1
HELICOPTER TYPE: OH-58D KIOWA WARRIOR
W01 Reese HEAVY SECTION
CHAFF: 30
FLARES: 30
FUEL: 100 %
LOAD: 77 %
RIGHT WING:
2x BGM-71C TOW-2
LEFT WING:
19x HYDRA 70 M261

Hoorah! The Kiowa sounds suitably Native American, and there's also the Iroquois (or Huey) but it isn't in this game.



A rapidly expanding ball of flame ending the life of a brave young pilot, or an avant-garde painting of a blossoming poppy at dawn? You decide.

frames of machines of mass destruction, you're finally onto the flying. The first thing to notice about this is that it doesn't fly like a plane – an obvious point maybe, but an important one. Forward on the joystick makes you move forward, rather than dive, and back slows you down and then moves you backwards instead of climbing. You use the collective (posh word for a throttle) to lose or gain altitude, so you can climb while tilting at all sorts of awkward angles.

When you move from hovering to forward flight you need to increase the collective to maintain lift, which can be tricky at first, but there's the option of forsaking reality and choosing a 'learner' mode where this doesn't happen. *G2000's* a bit like *F1GP* in that most options can be set on automatic so, as you get better, you can take over the responsibilities of avoiding hills, dropping missile decoys and landing without just heading downwards and praying, and can increase the game's complexity at your own speed.

Where can you get take-away missiles? Try 'Scud-u-Like'!

HOW LOW CAN YOU GO?

At first I thought the controls seemed quite sluggish, but then I read that this is how a chopper handles, and not being in a position to challenge this statement, we'll have to take their word for it. Another comment I can well believe is that hiding behind trees is far better than flying around in the wild blue yonder. Helicopters aren't the toughest or the fastest machines around, and having .50 calibre triple-A whizzing through your rotors won't do them any good at all. The idea is to stay as low as possible, and to help the learners there's an automatic system that alters your altitude to hug the ground. Another reason that's as good as any to fly low is to get the most out of the yummy ground details, as it's always worth checking out a tank or SAM site before you reduce it to its component molecules.

Some of the choppers have mast-mounted sights, sort of periscope-attachments above the rotors, which allow you to peek over hill crests without exposing your craft to ground fire. The terrain's such a major feature of helicopter warfare (apparently) that it seems logical that more thought's been put into it in this game. Gone is the flat green field with a few buildings and trees, in is the flashily-named Topographical 3D Graphics system which displays not only mountains, but also river valleys and other depression features. It all means that there's plenty to hide behind, but also plenty to smash into as well, so contour flying on manual requires almost constant collective control.

As with most MicroProse games, you can look from all kinds of views: trailing your 'copter, looking from the target back towards you, or even from behind missiles, and even though all the screen shots here look a bit crappy (hence this hugely text-heavy and unusually to the point review) it all looks fantastic while you're playing it. Honest. The trouble with flight games, or any vector graphics stuff, is that they only ever look good in motion, and appear hideously dull when you pick out still shots from the action. So take our word for it that the game's smooth and fast even on the standard Amiga, alright?

On to summing-up time, and I've no other route open for me but to say that this is a hugely enjoyable way to spend vast amounts of time. The flying around's fun, and the blasting away at enemies is even better. Rather than flying till you start dying, the game has a gradual destruction system, so various things stop working as they're damaged, and should you get really shot up, you have to fight the controls to keep your battered crate on course. Just like the real thing. I'd imagine.

● ***MARK WINSTANLEY***

UPPERS Very fast (even on standard Amigas) and loads of customising options, so you can lay down your own, individual brand of high-explosive retribution. It appears to be hugely authentic, but even that doesn't stop it being fun to play.

DOWNERS Masses of disk swapping precede each mission, and it's easy to die if you take on more than you can handle. But hey, that's life, eh?

THE BOTTOM LINE

It's great. It's the closest you'll ever get to flying a military helicopter, unless, say, you've got a friend who flies the real thing. Which I have.

85 PERCENT

THE BOTTOM LINE

A1200 The game's very nice and smooth on the 1200, but not that much. And it certainly doesn't put the 500 version to shame.

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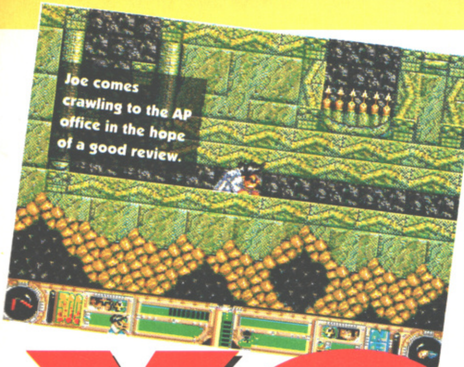
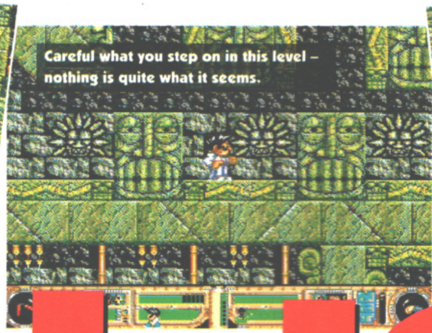
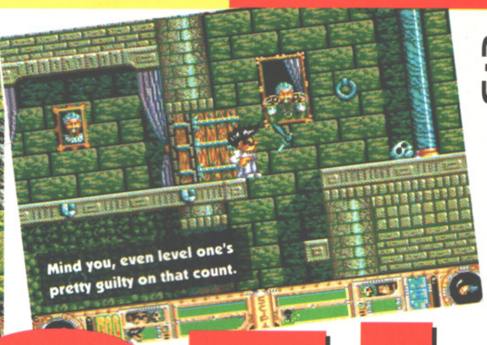


Joe comes crawling to the AP office in the hope of a good review.

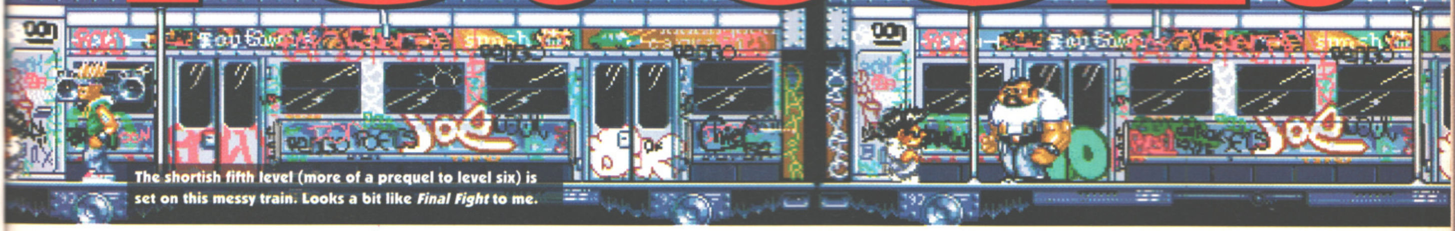


Careful what you step on in this level – nothing is quite what it seems.



Mind you, even level one's pretty guilty on that count.

YO! JOE!



The shortish fifth level (more of a prequel to level six) is set on this messy train. Looks a bit like *Final Fight* to me.

Hey Joe! Where you goin' with that fab new Hudson Soft platformer in your hand?

Game: Yo! Joe!
Publisher: Hudson Soft
Authors: Scipio
Price: £26.99
Release: August

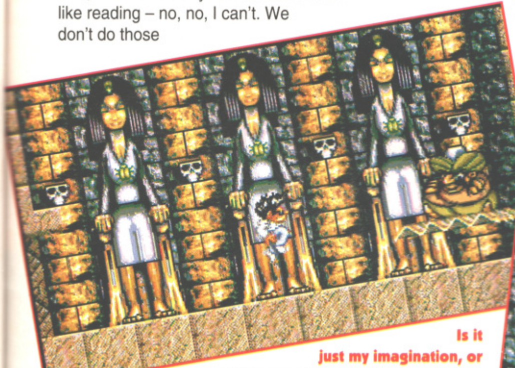
Yeah, I know, it's been pretty sickening for all you readers to plough through our hopelessly sycophantic dribblings as we waited for this new release from Hudson Soft, and we're sorry. It must have been like reading – no, no, I can't. We don't do those tedious jibes here at AMIGA POWER, it'd be terribly poor form. Anyway, deepest apologies. It's just that Hudson Soft have been responsible for so many of my personal favourite computer and video games of all time, it's hard not to get excited when there's something new in the pipeline, and I'm glad to report that *Yo! Joe!* hasn't let me down. Let's see if I can convince you. Let's tell you all a secret.

Details. That's the secret. Do you know how to write a brilliant video game? Well, first, you have to be a phenomenally talented programmer, right? Wrong. Anyone with a basic grasp of programming can write a game. Programming isn't difficult, it's a simple skill which can be learned, like speaking French. I don't want any angry letters from programmers at this point, either – I'm not trying to belittle your talents, just pointing out that it's not some magical gift from the gods, okay?

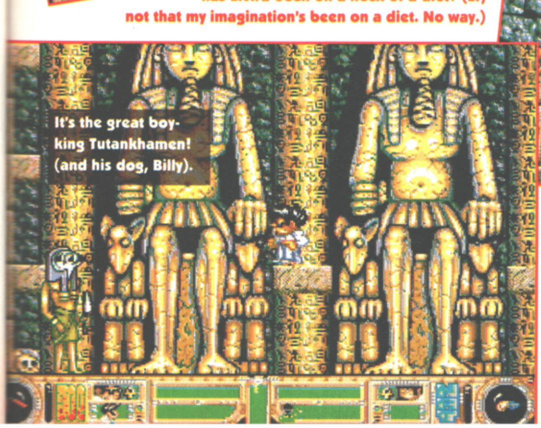
But back to the point. Some of the best games ever have been written with a very elementary level of programming expertise. Perhaps, then, the secret of writing a brilliant game is to pack it with groundbreaking trickery, bigger sprites than anyone else has ever done, sixteen billion shades of orange moving at nine-zillion-frames-a-second *(Bit of a stupid idea, that, since TVs can only display 50-frames-a-second images. – Technical Ed)* and all that stuff. Rubbish. If one more person comes up to me and says that, say, *D/Generation* is no good because the graphics "Don't push the Amiga to its limits", I'm going to take them outside and twat them. *Sensible Soccer,* with its vast expanses of green and miniscule graphics, hardly pushes the envelope, does it? Yet it's your favourite game of all time, and ours too.

> "It got me shouting and squealing in the office"

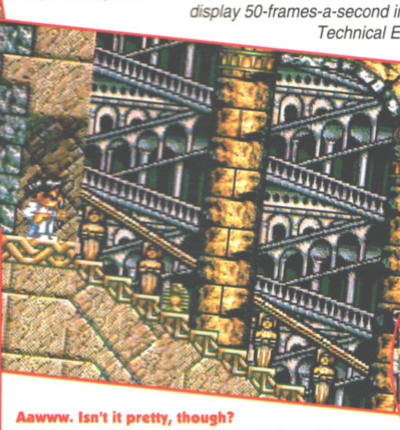
Maybe, then, you need some kind of revolutionary idea, a game design that's never been seen before, a second *Lemmings* or some such? Nah. Originality is a very good thing, for sure, but it isn't necessary. *F1GP,* original? *Body Blows? The Chaos Engine?* Driving game, beat-'em-up, *Gauntlet* clone, but all great games. It's details. Trust me.



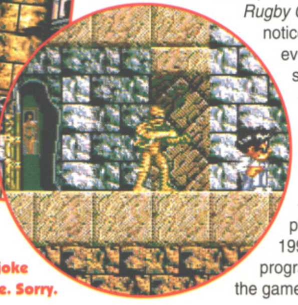
Is it just my imagination, or has Elvira been on a heck of a diet? (Er, not that my imagination's been on a diet. No way.)



It's the great boy-king Tutankhamen! (and his dog, Billy).



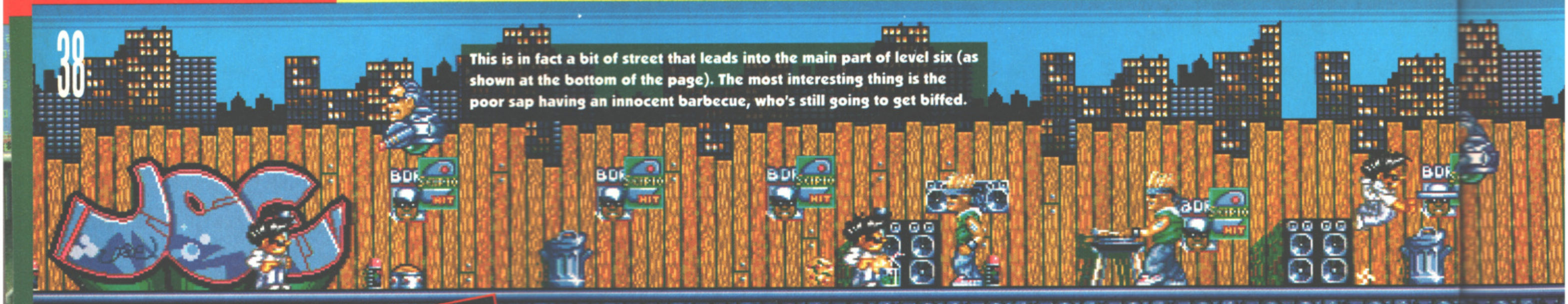
Aawww. Isn't it pretty, though? Sadly, you can't go up and down all the stairs. Boo.



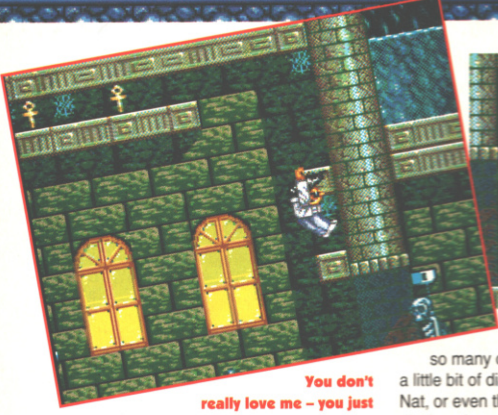
I was going to put a really blindingly funny 'mummy' joke here, but, er, I couldn't think of one. Sorry.

LITTLE THINGS MEAN A LOT

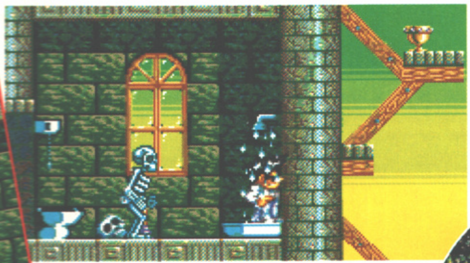
Attention to detail is the common characteristic of almost every truly great game there's ever been (and conversely, the thing missing from so many crap ones – when you look at *International Rugby Challenge* and notice that they can't even be bothered to spell 'tries' correctly, for God's sake, you know you're not in for a treat). Anyway, *Yo! Joe!* – bog-standard platform formula, 1991 visuals, programming that lets the game slow down →



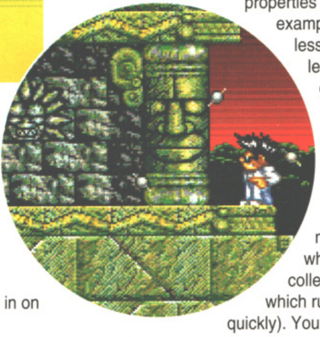
This is in fact a bit of street that leads into the main part of level six (as shown at the bottom of the page). The most interesting thing is the poor sap having an innocent barbecue, who's still going to get biffed.



You don't really love me – you just keep me hanging on.



After a hot and sweaty day hacking skeletons, you can't beat a cold shower.



No sign of a friendly welcome at the gates of level three.

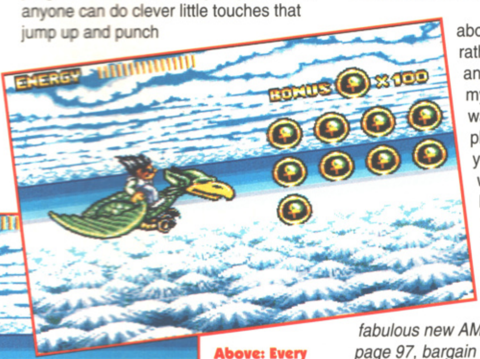
when the screen's busy – is the most painstakingly and lovingly detailed game I've seen in years. You want examples? Well, you're getting 'em. How about the way that a tiny little Joe runs along the bottom of the score bar throughout the game mimicking everything you do? How about how when you pick up a bonus item the game goes 'bing!', but when you pick up two at once, it goes 'BING!', twice as loudly? Or there's the menu screen where every option selection (music on/off, sound on/off – anything you'd expect in any self-respecting game really, but which, of course, you don't get in so many of them) is accompanied by a little bit of dialogue between Joe and Nat, or even the high-score table, which is displayed as graffiti on the train which chugs along underneath the title screen.

I've deliberately picked some examples that don't affect the gameplay in even the tiniest insignificant way, because they're the ones that really show the ' programmers have been giving it their all – anyone can do clever little touches that jump up and punch you in the face and demand you notice how smart they are, but finding stuff like this really makes the player feel like they're in on the joke, as it were.

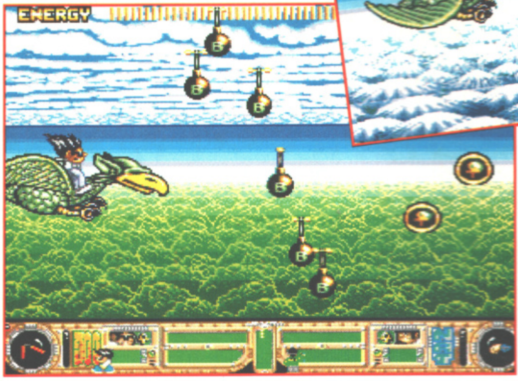
But anyway. Let's talk about *Yo! Joe!* as a game, rather than an excuse for an essay on another one of my pet theories. You don't want to know about the plot, so instead I'll give you short, relevant facts with numbers in them, because that's what people want in these information-culture days. And because Knowledge Is Power, obviously. *(Get your fabulous new AMIGA POWER T-shirts on page 97, bargain lovers! – Colin The Publisher) Yo! Joe!* has six levels. They're all really big, except the fifth one which is a little train-ride interlude. You can play on your own, or with another player taking the part of your mate, Nat The Rat, who surprisingly isn't actually a rat. The scrolling in two-player mode follows whoever's leading, and stops when one player would fall off the edge of the screen. You can punch or kick your way through the bad dudes inhabiting the levels, or collect any of five extra weapons which you'll find lying around. The weapons all have different properties and advantages – for example, the nunchuks are less powerful than the length of pipe, but you can jump up and grab onto ledges while you're carrying them, which the pipe won't let you do. The chainsaw is extremely hard, but needs petrol to run on which you have to collect separately (and which runs out alarmingly quickly). You can hold all the weapons at once and switch between them at will, so you should be able to pick and choose the best for each situation.

JUST THE FACTS, MA'AM

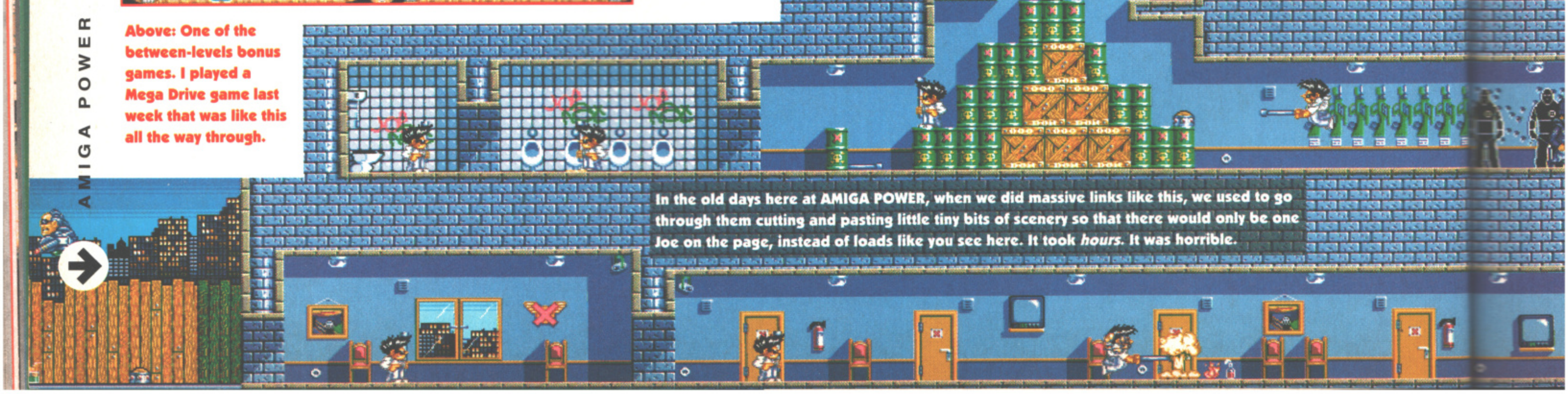
There's a bonus shoot-'em-up stage between levels where you can earn extra lives, but you get infinite continues anyway (back to the start of the current level), so they're not that important. Scenes covered include an Egyptian pyramid, a jungle temple with underground caverns, and the interior of an Oriental pagoda-type building, all rendered in beautifully-drawn and lushly-coloured graphics, with nary a wasted pixel – almost every bit of landscape does something to you or



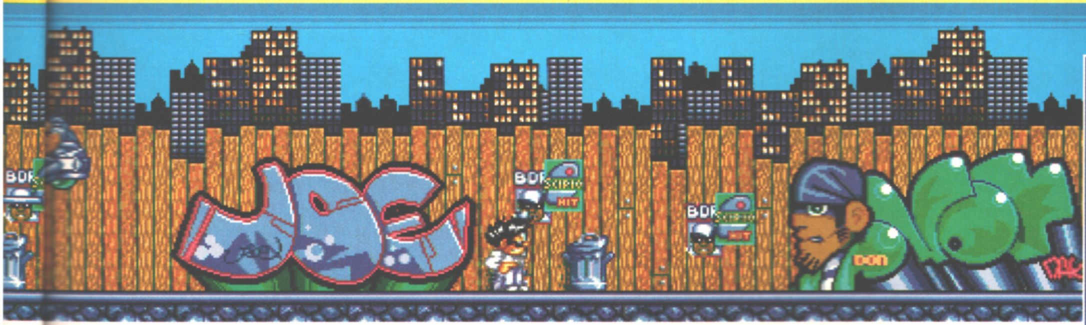
Above: Every one of these little ankh icons is worth some extra energy, and if you get enough of them there's a few extra lives in it too. As if *you* needed them.



Above: One of the between-levels bonus games. I played a Mega Drive game last week that was like this all the way through.



In the old days here at AMIGA POWER, when we did massive links like this, we used to go through them cutting and pasting little tiny bits of scenery so that there would only be one Joe on the page, instead of loads like you see here. It took *hours.* It was horrible.



UPPERS Simply the most painstaking attention to detail I've ever seen in an arcade game. It looks beautiful, the levels are enormous, it's a joy to play. Great sound, great music, even the high-score table is cute.

DOWNERS Quite a nasty bit of slowdown when there's a lot of things happening on-screen (but it really doesn't happen very often), and the two-player mode is predictably less-than-perfect. The only possible real drawback is that you'll play it so intensely, you might well get through it pretty quickly – especially if you use the unlimited continues (I hate unlimited continues).

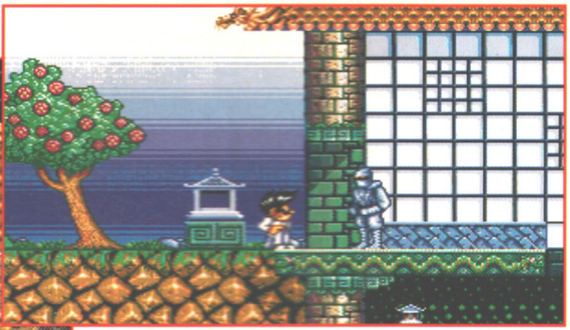
THE BOTTOM LINE

My favourite platformer since (and including) *Titus The Fox, Yo! Joe!* is another winner from a software house who don't seem to know how to do it wrong. Wit, imagination and playability, and an obvious love of games by the designers – do us all a favour and buy this.

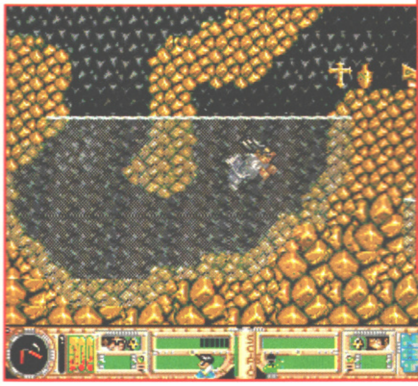
91 PERCENT

THE BOTTOM LINE

A1200 *Yo! Joe!* is just as fabulous on the A1200, although no more so.



Right: No time to stop and pick the raspberries – there's baddies to be smacked around.



Left: That water's going to play havoc with Joe's hair gel.

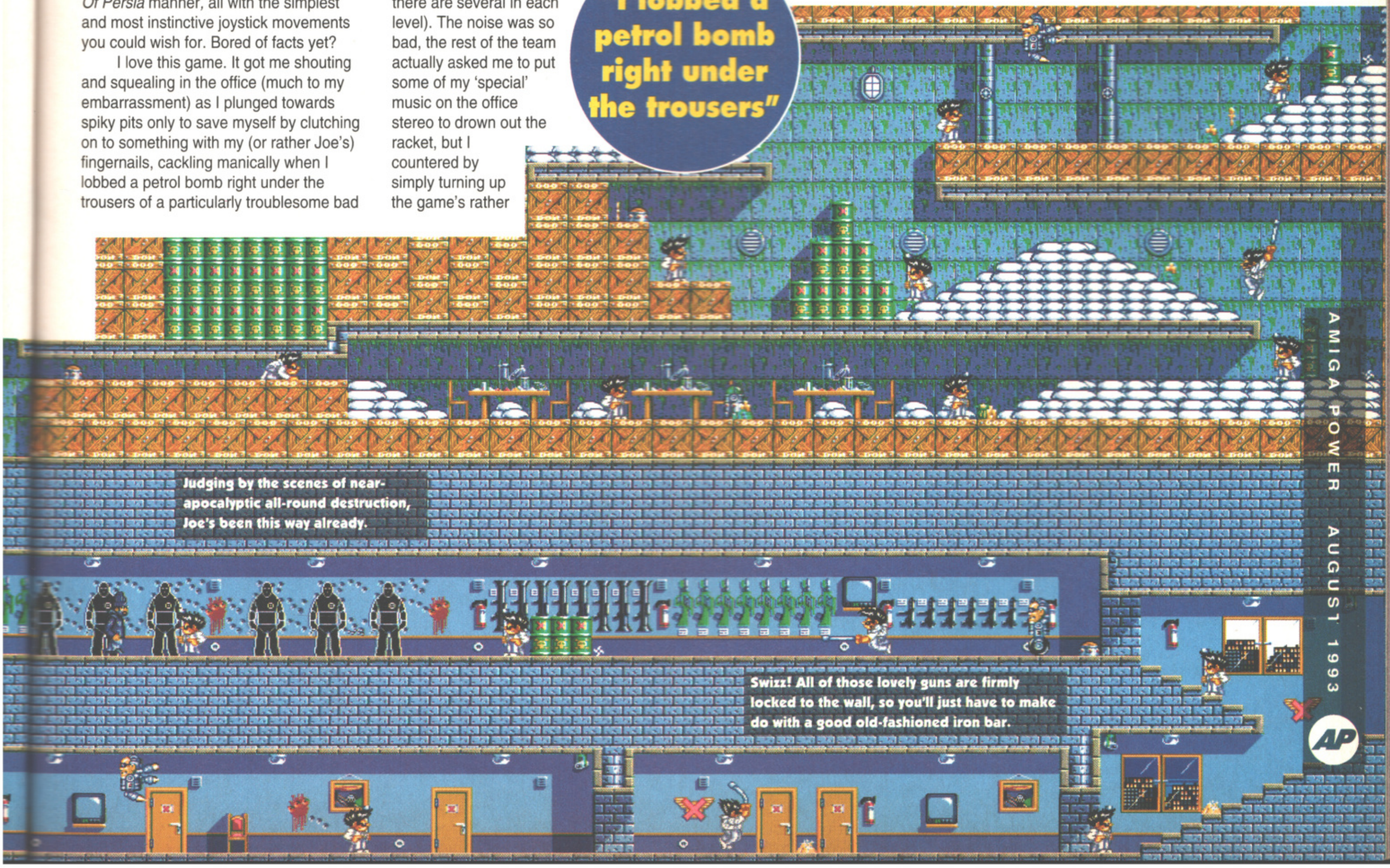
conceals bonus weapons or objects. Joe himself is an athletic dude, able to leap around impressively, crawl through very narrow passageways, and grab ledges and pull himself up onto them in a *Prince Of Persia* manner, all with the simplest and most instinctive joystick movements you could wish for. Bored of facts yet?

I love this game. It got me shouting and squealing in the office (much to my embarrassment) as I plunged towards spiky pits only to save myself by clutching on to something with my (or rather Joe's) fingernails, cackling manically when I lobbed a petrol bomb right under the trousers of a particularly troublesome bad guy, shrieking with surprise when a load of zombies came out of the walls on level one, and swearing abusively at the smouldering corpses of defeated bosses (of which there are several in each level). The noise was so bad, the rest of the team actually asked me to put some of my 'special' music on the office stereo to drown out the racket, but I countered by simply turning up the game's rather fab music, which is something I haven't done in a while, I can tell you *(Thank heavens. – Rest of AP Team).*

If everyone took this much care before they unleashed their games on the unsuspecting public, the world would be a finer place. *Yo! Joe!* is one of the finest games of the year to date.

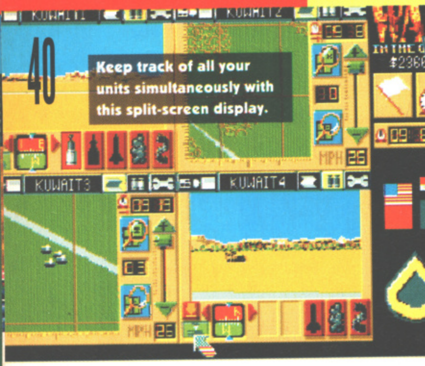
● *STUART CAMPBELL*

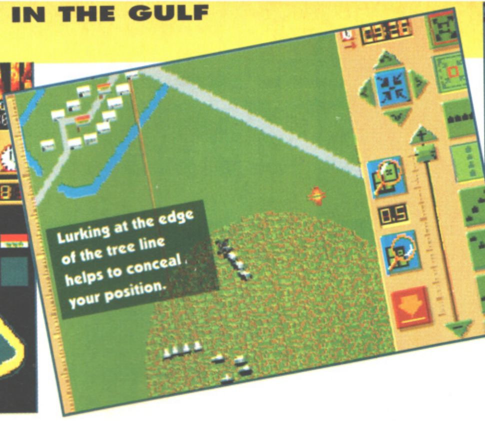
> **"I lobbed a petrol bomb right under the trousers"**

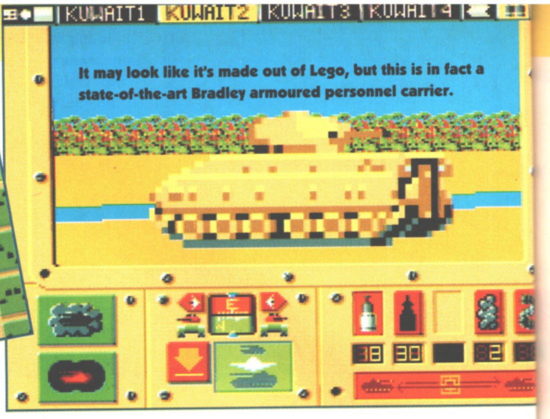


Judging by the scenes of near-apocalyptic all-round destruction, Joe's been this way already.

Swizz! All of those lovely guns are firmly locked to the wall, so you'll just have to make do with a good old-fashioned iron bar.

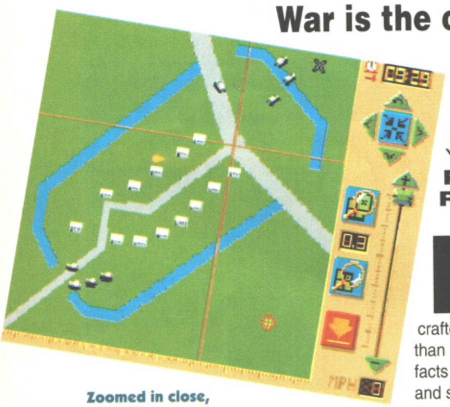

Keep track of all your units simultaneously with this split-screen display.


Lurking at the edge of the tree line helps to conceal your position.


It may look like it's made out of Lego, but this is in fact a state-of-the-art Bradley armoured personnel carrier.

WAR IN THE GULF

War is the continuation of politics by other means. Tanks, for instance.


Zoomed in close, the map screen can even show up the position of individual tanks.

Game: War in the Gulf
Publisher: Empire
Authors: Steve Green, Kevin Ayre, Richard Yapp, David Pringle
Price: £29.99
Release: Out now

Plagued by the occasional letter from readers who think I wibble on too much and try to make each review a hand-crafted piece of pure entertainment rather than a solid, twelve-hundred word block of facts and figures about parallax scrolling and screen update times, I've decided to forgo my usual three-paragraph 'amusing' intro and plunge headlong into the review. It's risky, I know, but that's what I'm like – living life on the edge, dangling my feet over the edge of my own freshly dug grave and laughing openly at the colour of Beelzebub's jockey shorts.

War in the Gulf's going to come as no surprise to anyone who already owns *Team Yankee* and *Pacific Islands*, simply because it uses the same game engine as these two previous games. The setting, as you've probably already worked out, is northern Kuwait, but it's not, as you may think, set during the Gulf War. Oh no. This is set around the start of the NEXT Gulf War, and puts you in control of the rapid response team sent in to counter the Republican Guard who've stormed over the border in their shiny Soviet-made tanks. I could wander off the point here and comment that they could just as easily be American tanks seeing as the US backed Iraq heavily during the long running Iran/Iraq War. But this is a games magazine, and in no way should be treated as a forum for my own personal views on superpower world crisis mismanagement, so I won't.

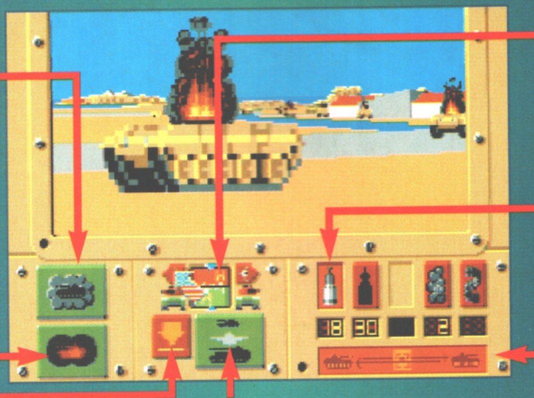
> "Battles are hot, fast and invariably fatal"

HOLIDAYS IN THE SUN

Team Kuwait is sent in to spearhead the assault, landing on a small island called Failaka. Assuming you can sweep the cream of Iraqi armour into the sea liked so many discarded Dinky toys, you head onto the neighbouring Bubiyan island, and then springboard over to mainland Kuwait. After days of constant fighting, most battles ended up with my tank crews being hoisted out of their mangled vehicles, so I didn't get off Failaka. Now, normally we wouldn't admit to such shortcomings, but I think it serves to point out that *War in the Gulf* (the game) isn't going to be the hideously one-sided pushover that War in the Gulf (the real event) was.

The copy protection system asks you to identify various armoured vehicles, which is handy because in the game you need to visually identify each unit as 'friend' or 'foe' before your 105mm smoothbore sends a depleted uranium round zinging towards it at 1,100 metres

THE DASHBOARD WITH EVERYTHING (WELL, EXCEPT MAYBE A CD PLAYER...)



To mask your movements you've got two options. You can either fire a smoke shell, or turn on the engine smoke.

Having produced smoke, it's a good idea to be able to see through it, so you can switch to infrared.

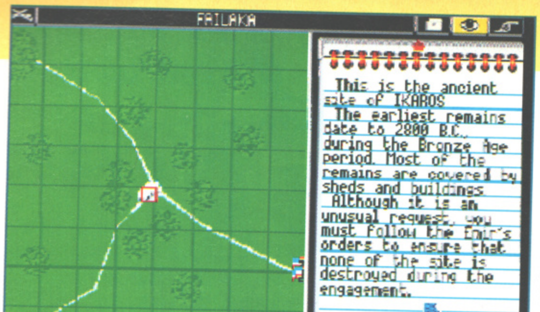
The 'dead stop' button allows you to stop without having to switch to the map screen. It's vital for accurate shooting.

This toggles between the the wide-angle and close-up views. At the moment we're zoomed in nice and close.

The bottom half of the compass shows your heading, while the top half and the arrows indicate the turret's direction.

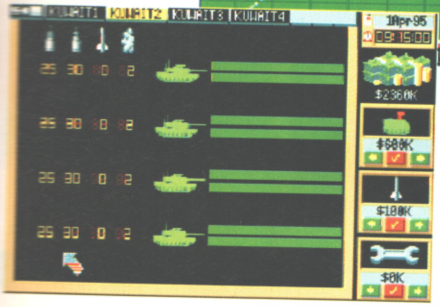
There's a HEAT round selected and loaded. Changing weapons and reloading all take vital seconds.

The laser rangefinder takes some of the guesswork out of aiming by showing a different sight icon when you lock on.



This is the ancient site of IKAROS
The earliest remains date to 2800 B.C. during the Bronze Age period. Most of the remains are covered by sheds and buildings.
Although it is an unusual request, you must follow the Emir's orders to ensure that none of the site is destroyed during the engagement.

If only they'd taken the advice of 'Antiques Roadshow' and got their valuables insured.



The Emir's given you wads of cash, so you can splash out on extra armour and missiles.

per second. Next, you're given the option of loading up Team Kuwait with weapons of your choice, but the default settings are perfectly adequate and probably more realistic. Team Kuwait's consists of 16 vehicles, which are divided up into four units of four vehicles each. The actual formation of these units depends on the mission, but invariably there are strong units consisting entirely of tanks, and weaker ones made up of armoured personnel carriers.

Even on Failaka island there are three challenging and surprisingly different scenarios. You have to link up with your allies, stop a convoy from reaching a distant town, and in my personal favourite of the lot, you have to root an armoured division out of an archeological site (without damaging any buildings) and then defend it against a counter-attack. If you thought warfare was just running around firing guns at people, then shame on you.

Bill responds to the shocking order to run over his granny.

Right then, the game itself. Before you start, you can set artillery strikes to begin at a set time, which is only useful once you've played the scenario a few times and know when and where the enemy are going to be. You view the battlefield from the commander's turret, which you can rotate to draw a bead on any of the baddies. To move around, you switch to the map screen and set a destination, speed, and unit formation. This keeps the combat and the navigation parts of the game clear and separate.

The real beauty of the game is that it's entirely mouse driven, which is a massive change from the hideous keyboard overlays you get with some other wargames. This simplicity is essential, because when you get into a battle, the last thing you want to be messing about with is which button to press. Battles are hot, fast, and invariably fatal, either for you or your foe. The rules of tank warfare are simple – if you're spotted first, you're dead.

THE HEAT OF THE ACTION

Unfortunately, this gives the Iraqis the advantage in that they're played by the computer and so are always looking the right way to zap you. To counter this, you have to employ sneak tactics, like making full use of all the cover available, and firing on the enemy from the tree line. You can also lay down smoke, which cuts down the chances of you being hit, but also obscures your vision. Handily, your units have infrared imaging, which shows up burning tanks and hot engines – even through trees and smoke.

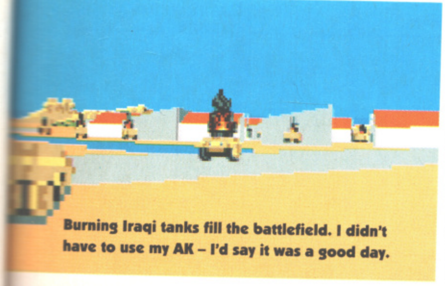
All this would be pretty good fun on its own, but you've got to do it four times over! Through a four-way split-screen system, you can control all the units at the same time, swapping between map and battle displays at will. It's a major part of the game, but rather than prattle on about it, you'd get a better idea of what it's like by looking at all these lovely screen shots.

So what about the down side then? Well, for a start, the graphics are hardly state-of-the-art, which affects the gameplay when you have real problems working out whether that block of lumpy graphics is one of yours or not. Also, when you see things up close, they're massively bitmapped in a super-blocky Sega-arcade-game sort of way. But I got so excited playing it that when anything was that close, I was screaming "Reload, reload!" as its turret swung round, and not particularly concerned that my target (or nemesis, depending on how quickly I got reloaded) wasn't photo-realistic. Another problem is that if all four units engage in combat at once, things rapidly get out of hand. Although the split screen gives you the ability to control all four simultaneously, your brain has real problems, as in effect you're playing four games of *Battle Zone* at the same time. It's also a bit annoying when you can hear gunfire, but don't know which unit's taking hits until the message 'Kuwait 3 has lost a vehicle' flashes up, by which time it's too late. The obvious solution to this is to only send in one unit at a time, but this detracts from reality and any plans for a 'blitzkrieg' you may be secretly harbouring.

Okay, so these aren't huge problems – let's get to my main gripe, which is one of military accuracy. There isn't any automatic target tracking, which means that when you're moving, it's hard to keep aiming at another target as you bounce along. This would be fairly realistic for a WW2 tank game, but in these days of laser-sighted, self-correcting hydraulic gun control systems, it seems a bit dumb that you miss a target because your tank jolts.

That's it then. *War in the Gulf's* a real goodie. Tanks for listening. Arf.

● ***MARK WINSTANLEY***



Burning Iraqi tanks fill the battlefield. I didn't have to use my AK – I'd say it was a good day.

UPPERS It's all exciting, hugely addictive and seems to portray tank combat realistically. Also, it's on only two disks, and once you've booted it up, there's no tedious swapping.

DOWNERS Pretty much the same as *Pacific Islands*, only with burning oil. Hugely bit-mapped graphics can look a bit naff at times.

THE BOTTOM LINE

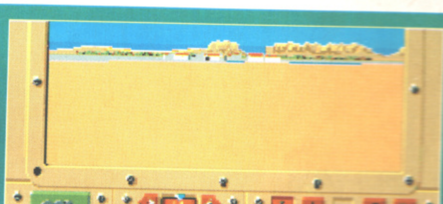
If you play this as just a 3D shoot-'em-up, you'll last a few minutes. Similarly, if you go all strategic, you'll never achieve any of your objectives. This is a perfect blend of action and strategy that requires you to think ahead as well as shoot straight. I love it.

85 PERCENT

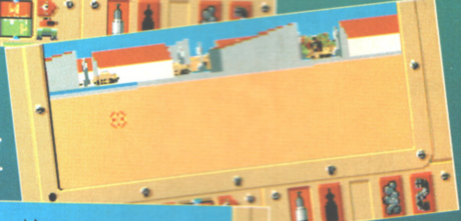
THE BOTTOM LINE

A1200 The pretty, but pointless, intro runs much faster, and the main game's a little smoother as well. Maybe. At least I thought so.

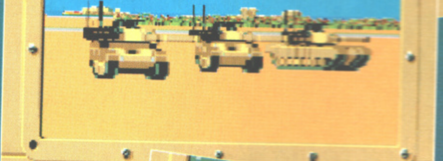
WAR – WHAT IS IT, GOOD FOUR?



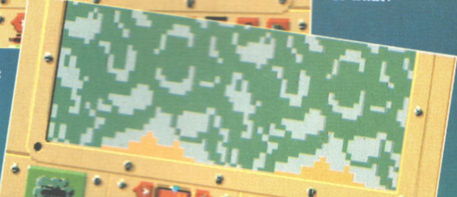
Numerous T-72s are in there somewhere, but where? If only we had some powerful binoculars...



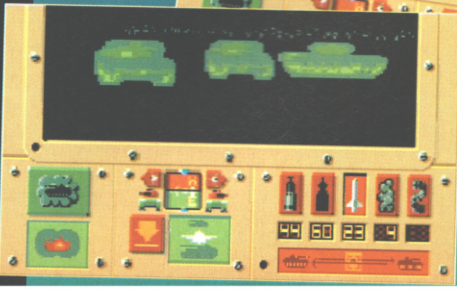
...hoorah! We can see them from our hidden position, so let's get those HEAT rounds loaded, kids.



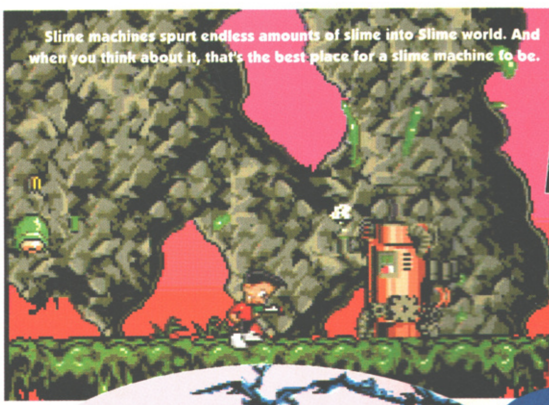
Here's the rest of Kuwait 2 as seen from the turret of their lead tank. Hard or what?



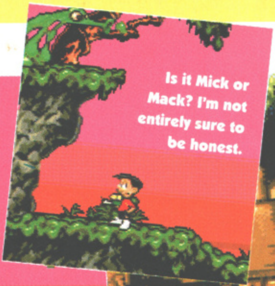
And here's the same view seconds after a smoke shell's exploded.



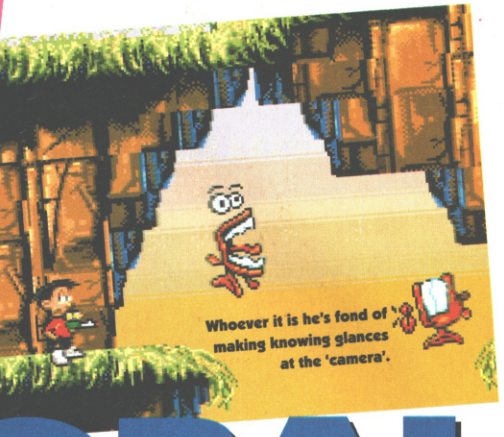
But look – due to the twin miracles of Zeiss optics and infrared sensors, our boys are still visible. Incredible.



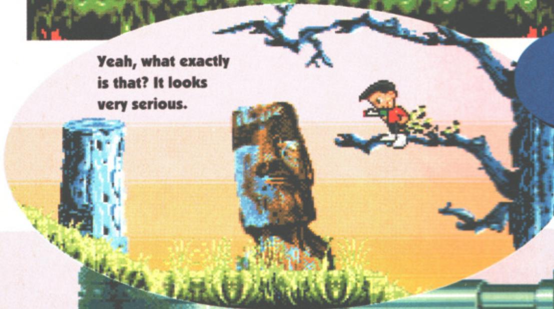
Slime machines spurt endless amounts of slime into Slime world. And when you think about it, that's the best place for a slime machine to be.



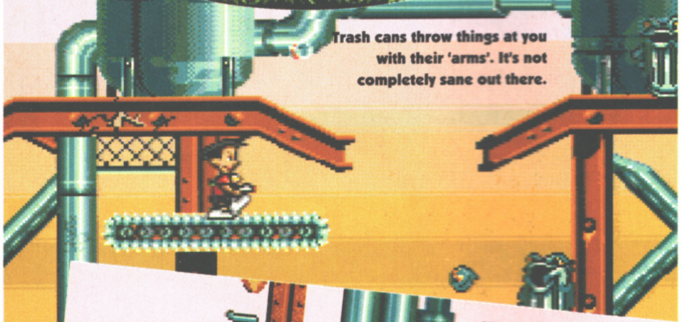
Is it Mick or Mack? I'm not entirely sure to be honest.



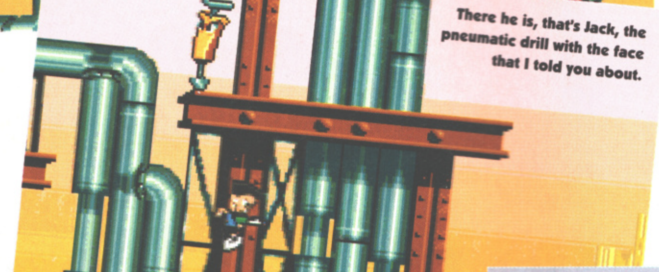
Whoever it is he's fond of making knowing glances at the 'camera'.



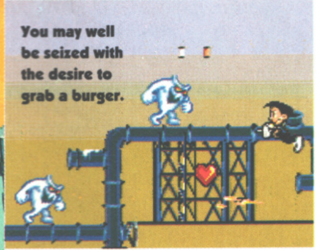
Yeah, what exactly is that? It looks very serious.



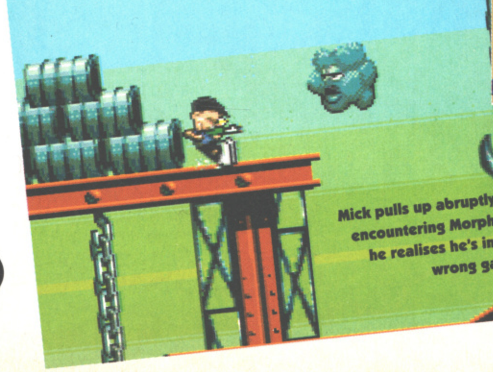
Trash cans throw things at you with their 'arms'. It's not completely sane out there.



There he is, that's Jack, the pneumatic drill with the face that I told you about.



You may well be seized with the desire to grab a burger.



Mick pulls up abruptly on encountering Morph, as he realises he's in the wrong game.

GLOBAL

Fighting pollution and promoting hamburgers,

Game: Global Gladiators
Publisher: Virgin
Authors: John Twiddy
Price: £30.99
Release: Out now

My word, another McDonalds tie-in. We've already had the distinctly average *McDonaldland* platformer from Virgin, and now the fast food-sters with the disturbing clown mascot (am I the only person who's frightened by Ronald McDonald?) are in our face once again with this Mega Drive conversion. You can tell you're in for a product-endorsing, '80s-style hard-sell because there's a paragraph at the beginning of the manual which has got that little ™ mark after every other word.

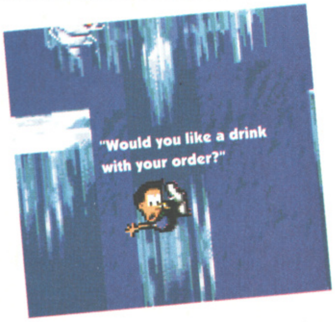
It really is in your face too – Mick™ and Mack™ are sitting in their local McDonalds™ emporium, which sits atop a lovely green, unpolluted grassy knoll where the sun always shines and the Ozone Layer™ is totally intact. They're eating hamburgers™ and fries™ voraciously and poring over their Global Gladiators™ comic and saying things like "Wouldn't it be groovy to be a Global Gladiator™ ?" when all of a sudden, up pops Ronald McDonald™ himself, from nowhere (told you he was scary). "So you fancy a blast, eh guys?" he rasps through rattled teeth (sorry, that's my characterisation), and zaps them into the comic. Git. Next thing you know you're in Slime World™ , armed only with a GooShooter™ dust-busting your way through the ecological horrors of the world, cleaning up pollution, and picking up tons of McDonalds™ Arches™ on the way. Hmmm.

Now, it would be easy, you know, to just sit here and write some embarrassingly cringeworthy right-on polemic about how McDonalds has no right to lecture us about the dangers of toxic waste and un-ecological attitudes towards pollution. Especially since... no, I'm sorry, it would be too easy. I'm prepared to accept that they have a genuine concern towards the planet's ecology, and let's face it, who else is putting ecology on the agenda in their platform games? Nobody, that's who.

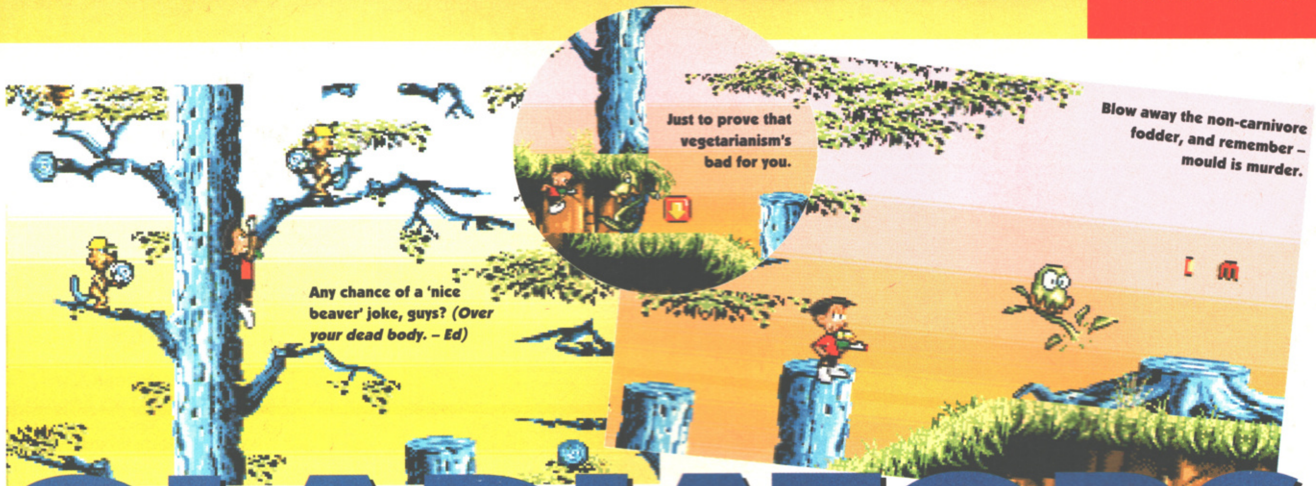
Well. Oh sod it, just give me a paragraph. You see it could all be a McDonalds marketing ploy, not only to tie their product in with a computer game, but also shift the public's perception of the company from that of destroyers of rain forests with a nice line in non-bio-degradable cartons to right-on soldiers of ecology, democracy and the American dream. I'll leave you to decide, and apply myself to the task of playing this game and telling you whether I think it's any good or not *(Hey, revolutionary concept, Tim! – Rapidly-Losing-Patience Ed).* 'Nuff said.

> "You're in Slime World, armed only with a Goo Shooter"

Now, where were we? Ah yes, Slime World, the first of four worlds, each with three levels. Yes it's a platform game, but here ends my hitherto admittedly-cynical tone, because it's a very good one.



"Would you like a drink with your order?"



Any chance of a 'nice beaver' joke, guys? *(Over your dead body. – Ed)*

Just to prove that vegetarianism's bad for you.

Blow away the non-carnivore fodder, and remember – mould is murder.

GLADIATORS

Virgin and McDonalds serve up a tasty platformer – with a difference you'll enjoy.

He's so cute when he stands on an invisible platform, isn't he?

Brrrr. Is that an axe that he's got in his hand? Nightmare.

And one of the freshest on the Amiga in fact.

First off, though, a disappointment. You're given the two options of playing either Mick or Mack, but not (as you might expect) a two-player option featuring both of them. What a shame. They both have totally similar attributes too, so the only difference is that one's black, the other is white and they've got different colour T-Shirts on. Is this a race thing? Weird.

Whichever you choose, you're going to have a great time bouncing him around this excellent game. The animation on the character is superb, and the by-now-accepted tradition of platform characters being active even when you're not moving them is superbly implemented. Mick (or Mack, obviously) gives you some groovy looks (especially when he stands on an invisible platform – it's really funny), snaps his gum, spins his GooShooter and generally looks like a real little man who's actually alive *(Do you want to take some time off, Tim? – Ed).*

The pace of the game is fairly leisurely, but you can also build up an impressive speed when you need it. The baddies are in severe proliferation, and they are all wonderfully characterised, including my favourite, the Slime Pig, the lovely Goober, a pneumatic drill with a face called Jack (that is, the pneumatic drill's called Jack, I don't know what his face is called), and a trash can who chucks all manner of garbage at our heroes. You need to collect 30 Arches to get out of the level, and if you collect 70 of them you get to play the Bonus game for extra points. The Bonus game is a real treat, involving you running around catching falling litter and depositing it in the correct litter bin *(Wahey! – Ed).* It's pretty tricky, but thankfully there's a menu option which gives you the chance to practise it.

The levels are extremely well-designed too. They're all fairly large, in some cases huge, and there's always something else to explore, or a different route to take through the same level. There are three difficulty levels, but even on Easy you'll find it a fair challenge, and it'll certainly keep McDonalds at the forefront of your mind for quite some time (ooh dear, bit of cynicism there).

The graphics on all levels are suitably toxic-looking, but I have to say I do miss the gorgeous backgrounds of the Mega Drive version. Not for their own sake, you understand, it's just that there are times when you're out on a limb with no other platforms nearby and there's literally nothing to offset the action. It's a bit disorientating seeing your character leap into empty space, with only a graduated backdrop providing any sense of perspective. Still, if it meant sacrificing the speed or the animation, then the programmer has made the right decision.

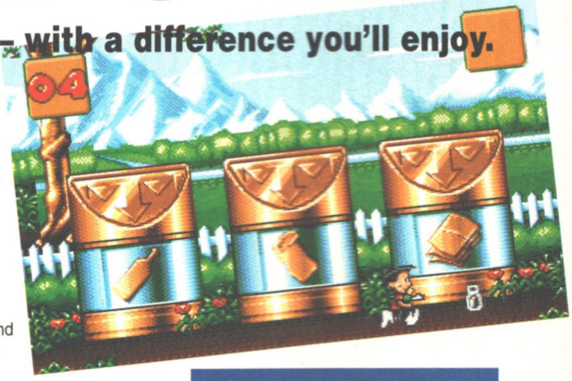
Talking of jumping into empty space though, there are more than the permitted number of suicide jumps in the game (according to the guidelines outlined in AP's 'How to write the perfect platformer'). A suicide jump is one in which you have no idea what you're jumping into because the screen won't scroll down to show you. Half the time you land on a platform, but the rest of the time you end up in the drink, on a spike or straight into the arms of a baddie. This is not fair, and I don't like it. Admittedly, familiarity with the game improves the situation, but it's still not a good thing, so I'm going to dock, ooh, 7% off the final mark for that.

But let's not stray from the main tenet, which is that *Global Gladiators* is an excellent platform game, an extremely faithful conversion from the Mega Drive, and well worth your cash – and even if you are fed up with platform games.

● ***TIM TUCKER***

> **"He looks like a real little man who's actually alive"**

The bonus game is fun, despite Stuart's sarcastic comment in my review.



"Yes, I'll have a McDonalds cola, please." "Oh, will Coke be alright?"

▲ **UPPERS** Brilliant animation, great graphics, slick gameplay, endearing characterisation, large involving levels, exciting product tie-in (well, you know...) – where do I stop?

▼ **DOWNERS** Suicide jumps – big downer. Also, about three days after I started playing it I had this dream where Ronald McDonald (he's scary) appears, pulls off his red wig and clown mask to reveal a grinning skull beneath, breaks into maniacal laughter and points to a hill where a Rabbi is ordering a McDonalds breakfast, while I'm frantically trying to warn him that it contains pork... *(Stop this right now. – Ed)*

THE BOTTOM LINE

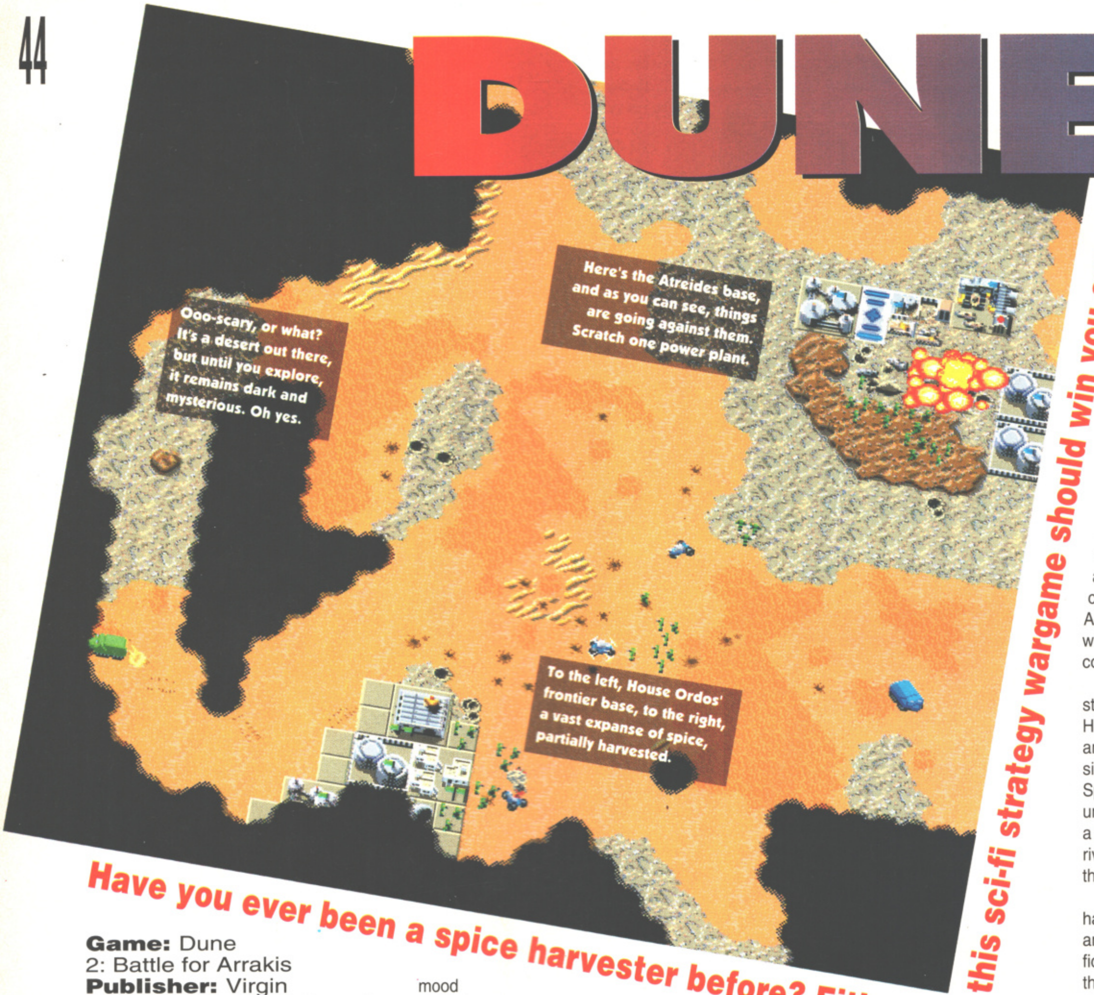
Forget any political correctness factors, McDonalds aversions or platform fatigue and just concentrate on enjoying this fabulous romp. And forget about that nasty scary Ronald McDonald fellow too.

84 PERCENT

THE BOTTOM LINE

A1200 It's exactly the same on the 1200 (the scrolling's certainly no smoother). How about a version with enhanced backgrounds, eh?

DUNE 2



Ooo-scary, or what? It's a desert out there, but until you explore, it remains dark and mysterious. Oh yes.

Here's the Atreides base, and as you can see, things are going against them. Scratch one power plant.

To the left, House Ordos' frontier base, to the right, a vast expanse of spice, partially harvested.

Have you ever been a spice harvester before? Either way, this sci-fi strategy wargame should win you over.

Game: Dune 2: Battle for Arrakis
Publisher: Virgin
Authors: Aaron E Powell, Joe Bostic, Scott K Bowen
Price: £30.99
Release: Out now

Nature can be weird sometimes – it's like it just knows exactly what's going on in my life. Take this game, for example. No sooner have I loaded it up and watched its intro in all of its moody, atmospheric glory, than the sun's blasting down on the entire country in general and the AP office in particular. Through a combination of solar radiation raising the ambient air temperature and a complete lack of air conditioning, everyone's been getting really ratty and irritable, resulting in an mood that's been tense, aggressive and incredibly sweaty.

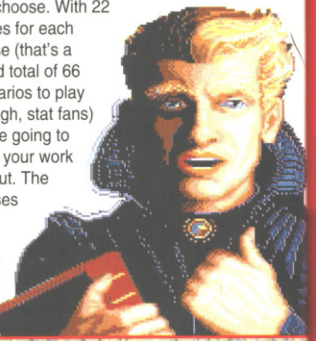
So what's my reading of this situation? Well, I reckon it's a lot to do with Mother (or Ms) Nature wanting to increase my enjoyment of a violent, fighty sort of game set on a desert planet by providing a suitable atmosphere of blood, sweat and tears. Or maybe it's that summer's here at last, and I've been rating my position in the cosmic scale of importance rather too highly. Again.

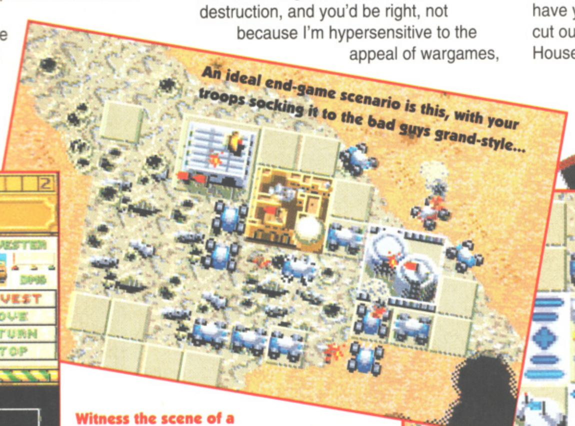
Apart from the obvious link of the title, *Dune 2's* got nothing to do with the original *Dune* game, which was an adventurey sort of affair. This time it's kick-ass wargame action and face-stomping all the way, with the only let-up in killing and dying being a spot of heavy construction. Regular readers will no doubt have noted by now that this game's got all the hallmarks for getting some sort of gold award for mass destruction, and you'd be right, not because I'm hypersensitive to the appeal of wargames, but because this is one incredibly good game.

Set on Arrakis a good few millennia before those famous Frank Herbert books kick off, *Dune 2's* based around the premise that Emperor Frederick IV has been an inordinately bad boy with his credit cards, and consequently needs several million tonnes of Spice pretty quickly, or the guys from Galactican Express are going to pay him a visit and break his legs. Or something like that, anyway. (Spice, as you may or may not know, is a mind-altering substance that allows humans to navigate through hyperspace, and so is a massively valuable commodity. It's also unique to the planet Arrakis – the eponymous Dune – and so whoever controls the planet Arrakis, controls the galaxy.)

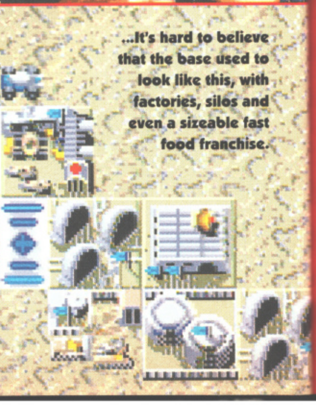
Acting for their own selfish ends (but still answerable to the Emperor) are the Houses, feudal powers ruled by Barons and Counts. Dune's usually controlled by a single House, but in a bid to increase Spice mining levels to a previously-unheard-of level, Freddy boy's worked out a unique incentive scheme. He's set three rival Houses down on the planet and given them the simple choice – work, or die!

This is where you come in, and if you hated the movie, never read the books and are completely uninterested in science fiction in general, then it doesn't matter in the slightest, as the game stands up strongly on its own merits as a war/strategy game. The aim, as with most war things, is total world domination for whichever of the three Houses you choose. With 22 battles for each House (that's a grand total of 66 scenarios to play through, stat fans) you're going to have your work cut out. The Houses

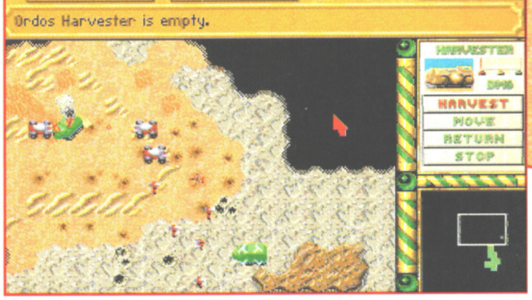




An ideal end-game scenario is this, with your troops socking it to the bad guys grand-style...



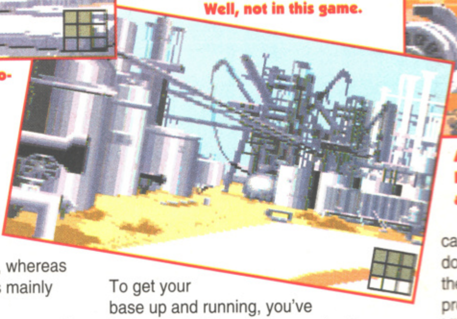
...It's hard to believe that the base used to look like this, with factories, silos and even a sizeable fast food franchise.



Ordos Harvester is empty.

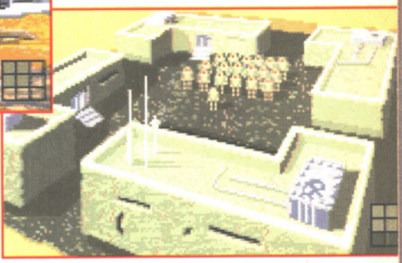
Witness the scene of a savage battle. View the craters, the smouldering wreckage, the splots that were once good, proud, decent men.

Three day go-slows and work-to-rules have no place in this particular vehicle factory.



Spice plants aren't things that grow and produce ginger and cinnamon. Well, not in this game.

Although similar to the Sydney Opera House, these wind-powered generators actually generate power. From the wind.



At Pontins, Arrakis, the redcoats rule these 'fun days' with a rod of iron. Quite literally in fact.

have access to varying equipment, which affects the tactics and gameplay for each scenario. House Atreides, for instance, relies on motorised armoured vehicles for instance, whereas the evil House Harkonnen uses mainly infantry shock troopers.

The game's split into two parts, and it's important to work out whether it's successful combat or Spice harvesting that's required to complete the level. These two parts are connected by the fact that Spice is money, and money's required to build both installations and weapons, so if you spend all your Spice reserves on tanks when you should be harvesting the stuff, you're on open sand without a thumper (Dune joke, ha ha.)

SOME SANDY TALKING

At the start of each game, you've got a building site protected by a small force, surrounded by an expanse of uncharted desert. This area remains black until you send troops to investigate, which is vital as you've got to discover Spice fields as well as your enemy's positions.

She's slinky but also has very little to do with the game. Shame

To get your base up and running, you've first got to build a wind generator for power, and then a Spice processing plant. At this point a roving harvester will be flown in and you can send it off to the nearest Spice outcrop.

Round about this stage in most scenarios, you come into conflict with one (or both) of the enemy Houses, and you get down to the serious business of killing people. In later levels you have the choice of using huge battle tanks and missiles, but in the first few it's a desperate struggle between small groups of infantry and armoured cars.

Combat, like everything else in the game, is controlled using the mouse, and is as simple as clicking on a unit, clicking on a command (attack, retreat, move or guard) and then clicking on the given area that you want it to attack, retreat to or guard.

The unit then responds with a cheery and particularly well-sampled 'acknowledged' and will carry on doing whatever you told them to do until you tell them otherwise. Overriding the 'order' mode is an automatic self-preservation mode, so if a unit is attacked, it'll fight back without being told to and retreat when the odds get too great. This is vital, as once the battle swings into top gear, there's far too much happening to bother about girly infantry units who can't hack it on a real man's battlefield.

> "The game stands up strongly on its own merits"

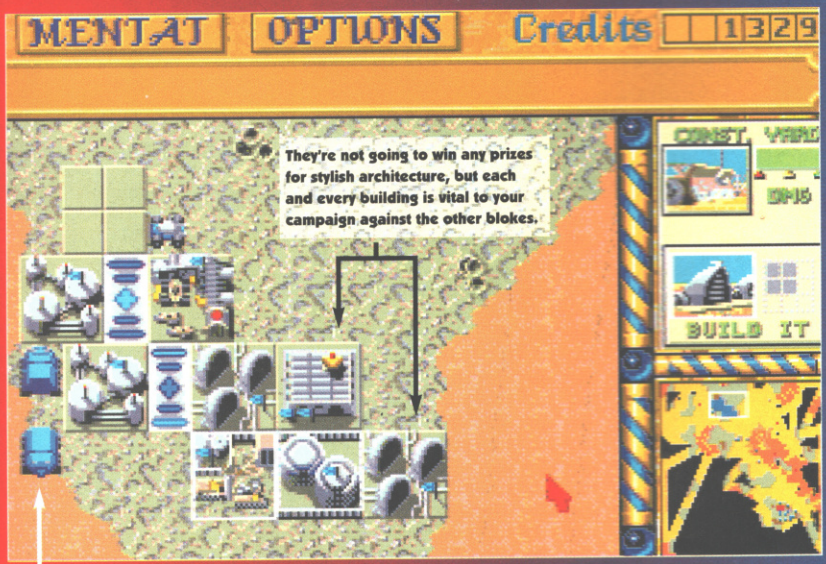
With damaged units lurching about pouring smoke, and destroyed infantry screaming with their dying breath before becoming crumpled corpses in the sand, fighting's hugely entertaining, but there's the base development and Spice harvesting to cope with as well. Two or more processing plants are vital for most missions, especially when sandworms start emerging from out of the gritty deep and swallowing your harvesters, but what to build after that depends on you. Radar posts are good for surveying the battlefield, silos are essential to store Spice, and factories can churn out vehicles to replace battlefield losses. On later levels, you can add armoured towers and walls round your bases, and even buy roving construction sites from off-planet to set up several different bases.

The planning involved is complicated further by each power plant being able to produce a finite amount of energy, and also by the appearance of missile weapons, which can trash an widespread area in one go. To counter these problems, you've got to spread out over a wide area and have lots of little, independently-powered sub-bases.

It's sort of *Sim City* meets *Battle Isle*, only I found it more fun than either of them. Being a bit of a Dune fan, I really got into the setting, but even without any background, you'd be hard pressed to not be completely wowed by this. I'd personally go and buy it, and I'm stingier with money than a Fremen is with his bodily liquid waste. *(Another Dune joke, seemingly. Don't worry, he's fired. – Ed)*

● ***MARK WINSTANLEY***

WHO'S IN THE HOUSE?



They're not going to win any prizes for stylish architecture, but each and every building is vital to your campaign against the other blokes.

Even as we watch, men in hard hats are standing around in the construction site preparing to build one of these on that spare bit of concrete.

These streamlined babies cruise (extremely slowly) around Arrakis and harvest the Spice. It's a bit of a dull job, but so essential you wouldn't believe.

The radar base lets you see all of the battlefield, well, all the bits you've explored anyway. The box shows the area displayed on the main screen.

UPPERS Great idea, great graphics, great speech and sound – great fun all round really. Pretty unique too – I can't think of any other wargame/*Sim City*-esque cross-over game.

DOWNERS Not the sort of thing you can 'have a quick game' of, and masses of disk swapping precedes every game. Umm, that's about it.

THE BOTTOM LINE

You don't have to like Dune (the books and film) or *Dune* (the game) to play this, but it helps. But even without the sci-fi background, this is an fun and absorbing strategy game. If you've any idea what Muad'dib or the Kwisatz Haderach are, then you're probably going to split your still-suit in excitement.

91 PERCENT

THE BOTTOM LINE

A1200 The whole thing's slightly faster and the map-scrolling's noticeably smoother, which makes it even more of a pleasure to play.

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THE COMPO

1 What was unusual about the tower inhabited by Steve McQueen, Paul Newman and Fred Astaire in the 1974 movie directed by Irwin Allen?

2 Which tower was immortalised in song by top student bedsit doom-raver Leonard Cohen?

3 Which tower was the scene of Galileo's controversial experiments with gravity in the early 17th century?

Send your answers to: Oops! Nearly Forgot To Mention *Space Legends* (The Great New Compilation From Empire) Competition, AMIGA POWER, 29 Monmouth St, Bath, Avon BA1 2DL.

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- Employees of Future Publishing, Empire, Alton Towers, IBM, Sony, ICI, Grand Metropolitan, Ford Motors, Lever Brothers and Nestlé aren't allowed to enter. Sorry!
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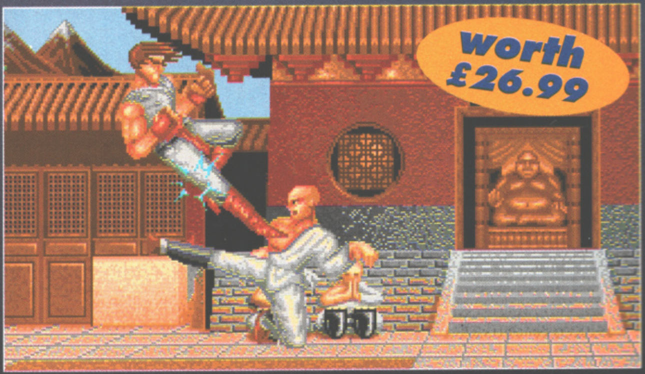

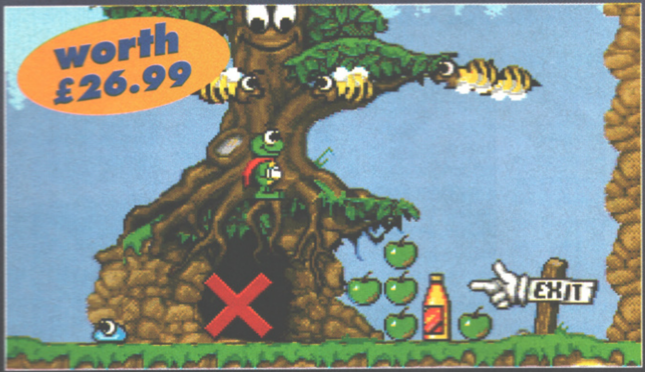

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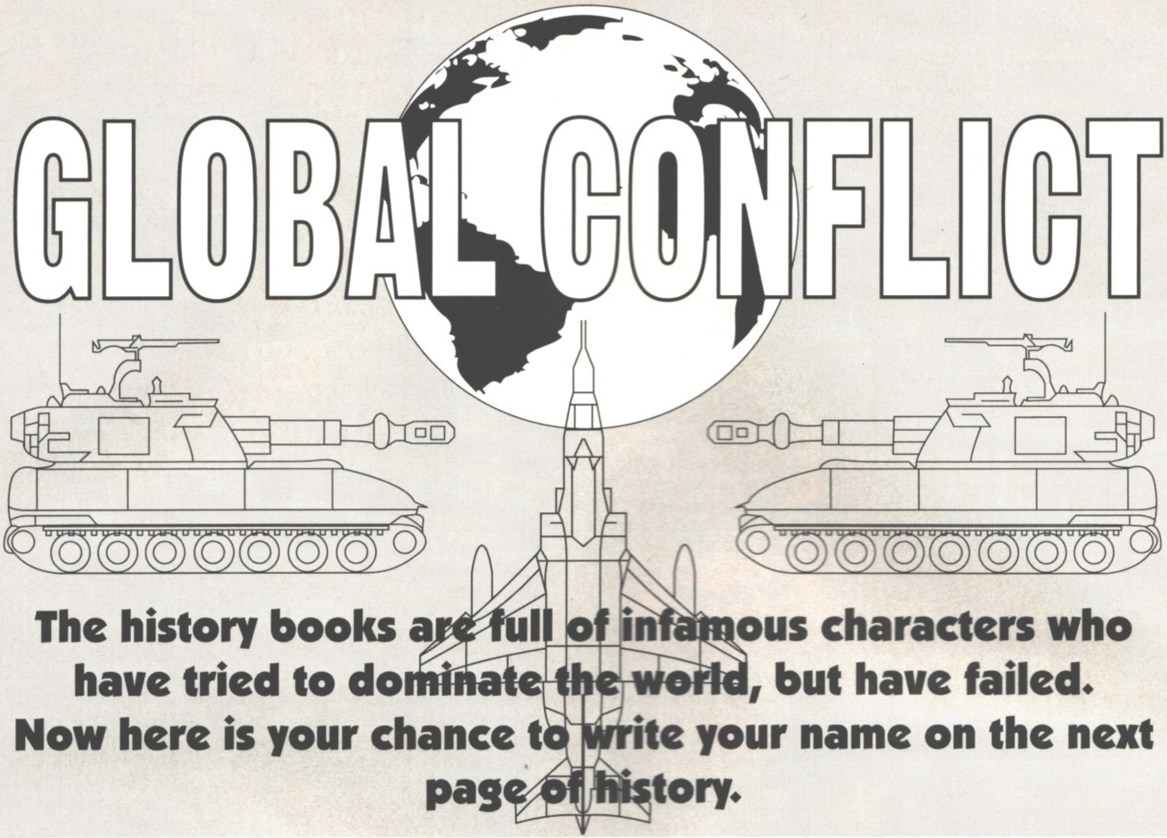

GLOBAL CONFLICT

The history books are full of infamous characters who have tried to dominate the world, but have failed. Now here is your chance to write your name on the next page of history.

Quantum Software have developed a new game system enabling you to play against 5 other human players throughout the United Kingdom. This system is called Interactive Computer Play (I.C.P.). Although the origins of I.C.P. stem from Play By Mail, Quantum Software have taken this is a step further. The game is played on your computer as in any other computer game, the difference being that in order to interact with other players all turns are saved to disk, forwarded to us for processing by our computers. All turns are on a seven to fourteen day basis.

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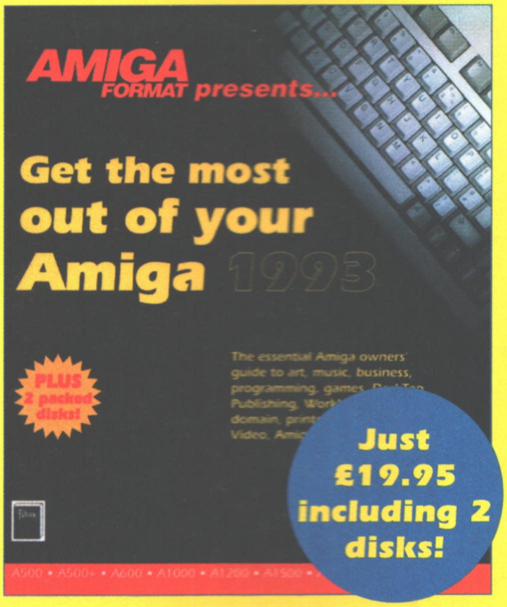
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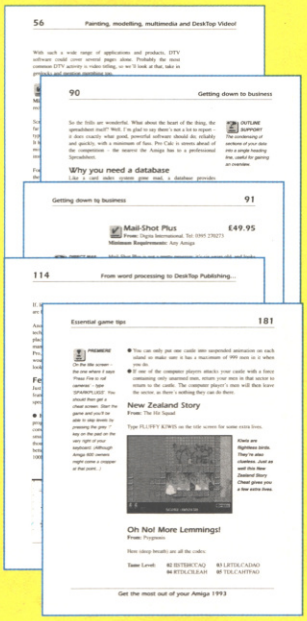
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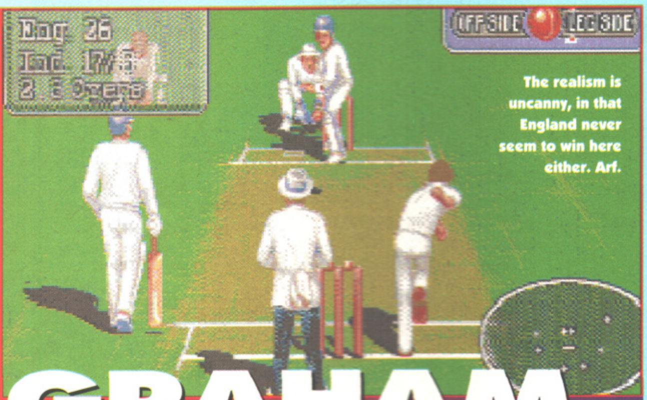
COMPLETE control

Big changes this month as Jonathan Davies reluctantly hands over lock, stock, barrel, the Complete Control mailbag and a knowing grin to his eager apprentice waiting in the wings – Rich Pelley. So come on Rich: don't just stand there – get tipping!



The realism is uncanny, in that England never seem to win here either. Arf.

GRAHAM GOOCH'S CRICKET

(Audiogenic)

Judging by your letters, the demo of *Graham Gooch's World Class Cricket* that we gave away two issues ago appears to have successfully enticed a highly respectable number of you to go out and buy the complete game and, I'm delighted to add, send in some tips for us all to share. See, you *can* play a decent game of cricket on computer, after all.

So, weeding out some of the more elementary advice, here are the combined efforts of Dave Angel of Newcastle, Craig Seddon of Manchester and Justin Cage of Birmingham. They both deserve our eternal thanks and, hell, why not? – a prize each. Take it away, boys:

1. Once you have mastered the moves, it is surprisingly easy to bowl out the batsman with almost every ball. Use your spin bowler and pitch the ball at the furthest point away from the batsman in the centre of the wicket. Then spin the ball at maximum spin to the left and you should get the batsman every time. If you find that can't achieve enough spin, bowl from the other side of the wicket and do the same thing in reverse.

2. Also try bowling outside the off-stick halfway from the edge of the crease. The batsman will play to hit but will nearly always miss.

3. Of course, you will want to vary your bowling techniques greatly. By varying between points 1 and 2 and bowling deliberately off-target now and then (bringing in an extra slip for the catches) to play for edges, you should be able to take your opponents' wickets quickly and for very few runs at all.

4. Best of all, there appears to be a cheat available when your team is batting. As the computer is bowling at you, pause and unpause the game. You should notice that the small white square which tells you where the ball is going will no longer be moving. The bowler will now be totally useless bowling many wides and bouncers which, while you are batting, is an extremely Good Thing.

5. If you find that you are a dab hand at bowling but your batting leaves a lot to be desired, or indeed vice-versa, then maybe it has never occurred to you that you can save the game and alter the skill level for each innings.

6. And (chuckle) don't chose England if you want to have any hope of ever winning anything.

SUPERFROG

(Team 17)

We weren't especially fond of Team 17's latest when we reviewed it two issues ago, but perhaps we should be eating our words because we've had more mail concerning *Superfrog* over the past couple of months than, well, any other game at all. We printed the level codes in full last issue but a large number of you have written in since to let us know of an invincibility cheat – all you have to do, apparently, is to hold down the right mouse button and old frog-face will flash indicating that the cheat is active.

Hold down the mouse button to get an absolutely super-*duper*-frog.

LEMMINGS 2

When *Lemmings* tribes go to war, a medal's all that you can score.

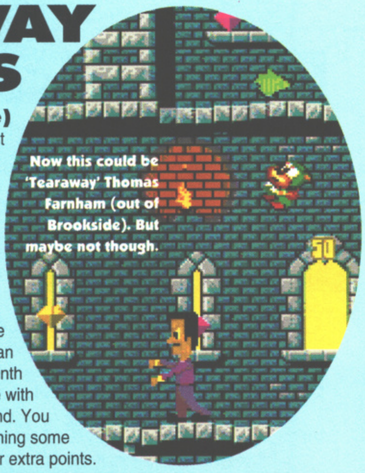
(Psygnosis)

A cheat to allow us to select any level on any tribe in one of our favourite games in the office at the moment would be nice, even if, well, we would only be cheating ourselves. (Such psychological barriers never seem to have deterred any member of the team before, though.) So, it's over to Simon Dixon of Stockport then: "Go to each corner of the menu screen and press BOTH mouse buttons each time until you hear a lemming faintly squeal 'Let's Go!'. You should now hear this at each point of pressing the mouse buttons. Now you can select any level on any tribe and have 60 lemmings on each, which means that you only have to complete the last level of each tribe to complete the game!"

TEARAWAY THOMAS

(Global Software)

It's one of the fastest, cutest platformers around, but if you think it's just *too* fast, you can stop the timer by typing TIMEFLIESLIKEABANANA at any time. A short and sweet tip there, probably not unlike Chris Spratt of Surrey who sent it in. Ezra Matebele of Newcastle would also like to draw our attention to a secret level that some players may have overlooked – it's on level 1.3, and can be found by climbing up to the ninth branch of the tree (which is the one with the birds on it) and running off the end. You will then whisked off to a room containing some diamonds which can be collected for extra points.



Now this could be 'Tearaway' Thomas Farnham (out of Brookside). But maybe not though.

With a hop, a jump, and a nifty little level skip, your Trolls can go everywhere.

TROLLS

(Flair)

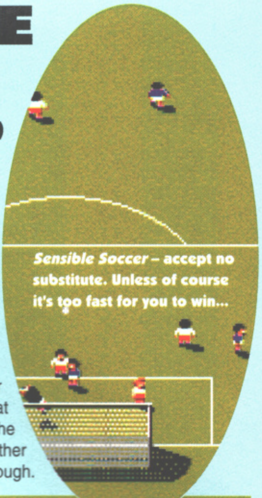
Fancy a bit of level skipping? Then maybe Nicholas Mewton of Weymouth has the answer. Yep, hang on, it looks like he definitely does:

"Start playing and get to the Soda Pop level. When it says 'Get Ready' push up on the joystick and hold down K whilst pressing the fire button. You can now skip the levels by pressing the Escape key."

SENSIBLE SOCCER

(Renegade)

Like it or loathe it, there's no ignoring *Sensible Soccer*, or at least not until Stuart Campbell decides to retire. Here (from Simon Dixon of Stockport again) is one cheat (which I don't think we have mentioned before) supposedly allowing you to play the game in slow motion à la *Kick Off 2*. What you have to do is play a match and then make a substitution. Then when the player is walking off, press the Escape key and you will quit the game. Start another match and you should notice that everything plays at slow speed, even the timer! To return to normal, make another substitution but let it carry through.



Sensible Soccer – accept no substitute. Unless of course it's too fast for you to win...

...in which case just press Escape – for victory! Clever wording, I know.

DON'T FORGET

Don't put off till tomorrow what you could do today. That way, you can fit in whatever you were going to do on the day after tomorrow *tomorrow*, and then have a complete day off. Which means that there can be literally no excuse for not having enough time to come up with some great tips and send them to us at Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, not forgetting that there are Prizes! Prizes! Prizes! awarded for the more substantial ones we use.

FLASHBACK

(Delphine)

Flashback certainly is a game and a half, and now that it has actually been released we thought it might be quite a good idea to print this mini-solution (or at least half of it – you'll have to buy next month's AMIGA POWER if you want any help with the later levels). So here we go. Hold tight!

Section 1

Firstly, collect and activate the holocube. Ensure that you have your gun drawn before entering the screen above and to the right to take out the first robot. Run right past the second robot, across the top platform, and shoot the mutant. Climb down, take a running jump right, turn and draw your gun. The door should open and the mutant should blast the third robot; else duck down and blast it yourself.

Collect the cell and pay a visit to the recharge machine a screen below and to the right (charge both the cell and your shield if need be). Insert the cell at the bridge, cross and take the lift. Use the stone to lower the lift and collect the teleporter – this should be exchanged for the ID card with the man you'll find if you take the ledge above the recharge unit.

Back at the teleporter, take the second lift down and negotiate your way right until you reach two mutants. Take them out, walk a screen to the right, use the switch and jump the beam. Cross the bridge, throw the stone to sidetrack the mutant and in turn kill the guard, collect the key to the right and pick up the credit card on the next screen.

Re-cross the bridge and head left. Use the key in the first lock and the ID card in the security lock. Take out the mutant and then chuck a stone to distract the two mutants below. Run and roll yourself past the security device and pay the old man for an anti-grav belt.

Section 2

Reaching your friend Ian should be no problem – follow his cue to the chair for some explanation of exactly why and where you are. Talk to him again and he'll give you the force field. Head right, jump the gap and kill the mutant. Pick up the fuse and mend and use the lift. The subway is to the left, which you should use and disembark one stop along at the America station. Take the lifts and talk to the barman, and then find Jack the Forger.

Jack's fee isn't low, so you'll need to earn some money. Upon visiting the job centre in Europa, the second man will inform you that you need an work permit in order to get a job – so collect one from the city hall and return.

Job 1

Watch out for a jet-packing baddie waiting for you at the top of the second lit outside the travel agent.

Job 2

The 'Restricted' Zone 2 can be approached without threat, so do so and meet the VIP there. Step over the mine on the third screen, swing on the edge of the platform (don't just fall) and guide the VIP to the lift. Watch out for a second mutant one screen to the left, then climb the left platform in the next screen and keep firing at the security bee until it explodes. Activate the second, run to the left corner and blast, pick up the key, and guide the VIP to his research centre. You'll be teleported back to the job centre.

Flashback – a sinister world of mutants, aliens and memory loss...

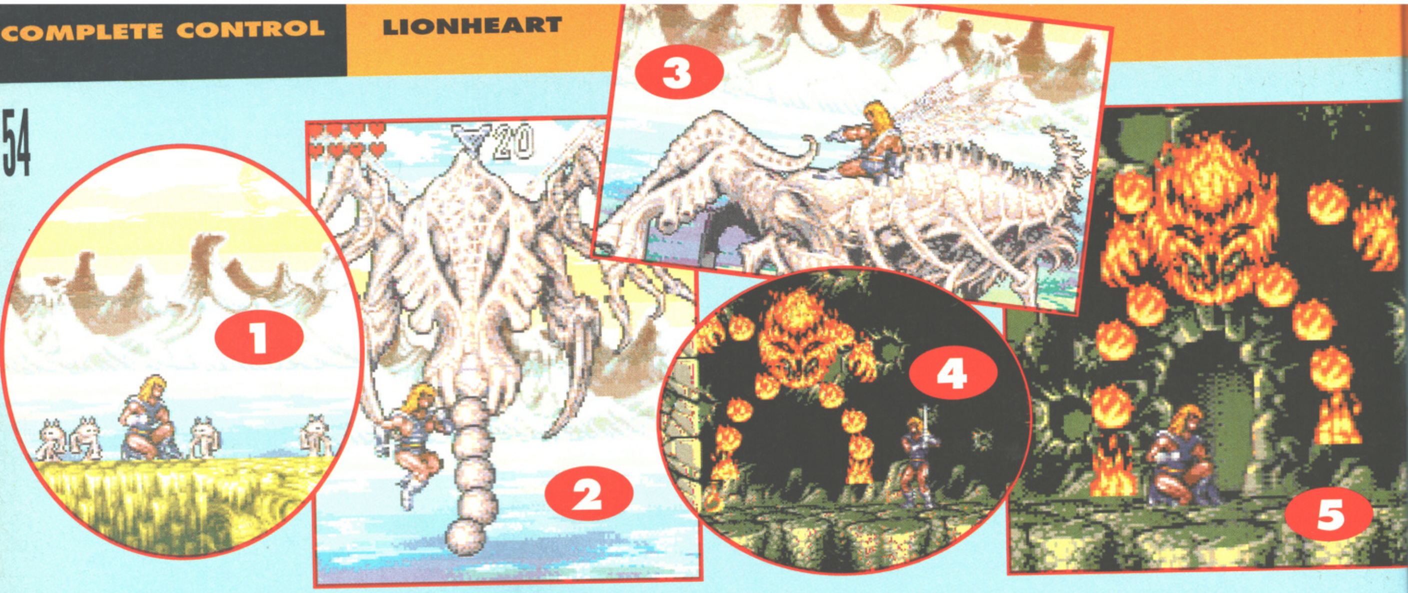
Job 3

Show the man the photo of the cyborg. The second time you are told to go to Restricted Zone 1 there will be a mutant waiting for you – so be prepared. Pick up the key, use it on the lock and climb down. Ensure that your forcefield has been selected, draw your gun, run into the next room and blast the hell out of the cyborg.

Job 4

This level is very much a matter of practice – in other words, there's very little useful advice I can give. In fact, I think that's quite enough help for this month. So, if there's one thing that you *really* need to remember, it's to tune in next month for the concluding tips. See you then!

...oh, and don't forget the job centres and characters called 'Jack' and 'Ian'.



LIONHEART

Tim Tucker's back with some hearty suggestions for seeing off boss monsters.

Last month we looked at *Lionheart's* hidden bonus areas and the numerous treasures to be found there. But there are at least a couple more extra lives that you can easily pick up – if you know where to look for them. On Level 3 (the second swamp level), run past the spikes that rise up from the floor until you reach the tree at the far end. On the first platform you'll see a potion bottle amongst a seemingly impenetrable clump of thorns. Jump past the thorns (you can't make it in one go, so you'll lose a heart) and you'll find an extra life. A helpful beetle will then take you up safely to the next platform.

There's another extra life at the end of the same level. When you come to the tree that takes you up to the next spider cave, don't go up it but carry on along the level. Aha. There it is, being guarded by an insect nest.

Now, fortified with as many extra lives as you can find, it's time to take on those end-of-level baddies.

Giant Insect

1-3 His first attack involves some swinging, er, balls from his underbelly. Just take a swipe at them. Next he drops some eggs, so take on each of the (in fact rather cute) Baby Giant Insects by using the crouching foot swipe. To actually destroy the Giant Insect himself you have to kick the back of his neck. Use the platform birds (the ones you have to hit before you can jump on them) to climb up onto his back, then take shots from there. A hit will cause the insect to change colour and you'll be thrown off. Then keep repeating the process until he's finished off.

Fire Demon

4-6 Run to the right and use the platforms there to make several attacks with the downward fighting jump. Jump to the right as soon as you hear the sound effect that tells you that the demon will jump. Then try to get between his feet. Duck when he lands on you, then stand up and hit him from below. Duck again if he comes down for his next jump. As soon as he's jumping again, follow him to get between his legs again.

Giant Metal Dragon

7-10 You can detect when the dragon is going to release a beam because he turns his head slightly just beforehand. Fly up, avoid the beam and steer downward and to the right as fast as possible. Watch out for the grenades thrown by the little critter on the dragon's back. Fly under the dragon, jump upwards and climb onto his paws. Attacks from the dragon's head can be deflected by a well-timed sword hit. Climb onto the dragon's back, finish the critter and hit the blinking device in the dragon's neck. After a successful hit to this vulnerable spot the dragon throws you off. Repeat this tactic two more times and the mighty beast is finished.

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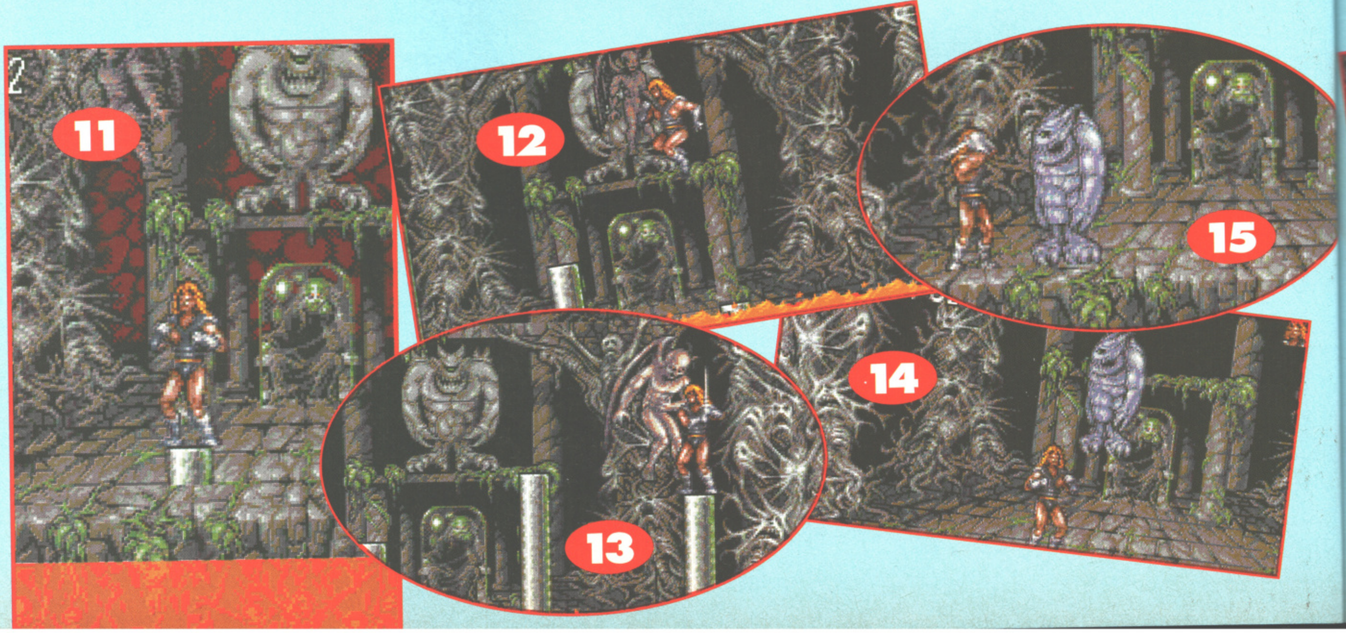
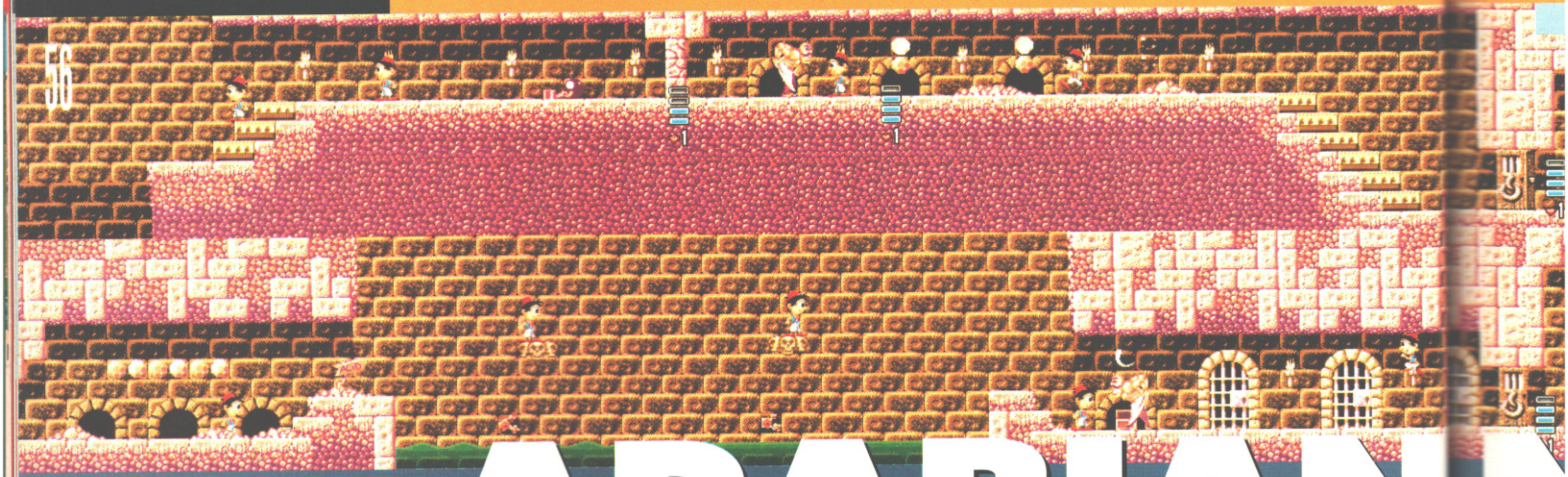




ARABIAN N

Fill your pockets! Mark Winstanley talks you through the first levels

Unless you're some kind of games playing demi-god, then to get through *Arabian Nights* you're going to have to get to the secret rooms – that's where you'll find millions of gems just lying around. Check out the map above for where to find the first few – they're usually near doorways.

1 To get through the magic pot maze, you'll need to find the Maze Djinni which is in the guard's quarters, and guarded by a bit of a brute. Rather than risk going up against him, just follow this solution, numbering the pots from left to right. If you mess up, jump into pot one to get back to the start.

2 Take pot four, then three, then finally two, and then work your way up past the guards and into the top pot.

3 When you're falling down the long tunnel, push over to the right and you'll find another secret room through the wall which is full of goodies. Then it's simply a quick dash out of the jail to the end of the first level.

Level 2: The Forest

At the start of this, run right until just before the second tree, then jump into the trees on your left. You'll find a secret area here with plenty of coins, but watch out for the birdie.

4 If you fall through the second bridge, you'll find a chest containing an extra life. To get back up again, push down on the box on top of the spikes, and it'll shoot you up in the air.

5 When you get to the turtle, he'll burrow a way through the hill for you, and you'll arrive at the three wells. The first of these just fires you into the air, leaving you open to attack from birds. The second one takes you to loads of energy potions and coins, and the last one takes you to granny's house.

6 Granny needs a spool of thread, and curiously gives you a thimble. By collecting the tears of the whining bear and watering the big daisy thingy with them, the flower will grow and let you up into the trees. Hey, that's handy, because up there is where the spool of thread can be found. Luck or destiny? You decide.

7 When granny gets the thread, she explodes, in a particularly un-grandma like way, but the up-side of these octogenarian pyrotechnics is that you get hold of a handy magic carpet.

Next stop's the rock guardian, so jump in the box up in the tree tops and then the underground one, and you'll be in the room before this fearsome beastie. Use any energy potions you have in order to get yourself all butch and healthy, and jump up on the left wall to get the coins hidden there. There's now nothing left but to get a bit 'previous' with the guardian.

8 After three boulder attacks, the baddie slams one into the roof, which causes a rock fall. To kill him, you need to bat the boulders back at him, which you should do before they bounce too much, otherwise they might not hit him. Once you've wasted his fat igneous butt, it's onto a flying level, hoorah!

Level 3: Flying carpets a-go-go

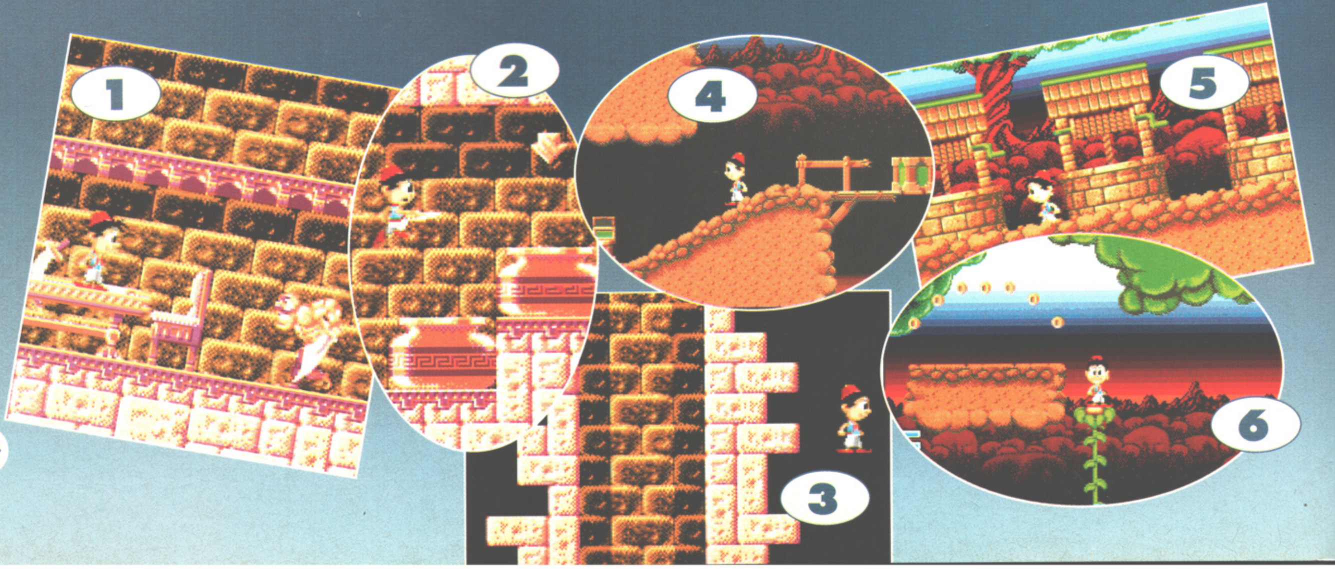
You need clues for this level? What are you, some kind of dribbling, demented half-wit? Either turn the skies into your own personal kill-zone, or wave cheerfully at the funny men in balloons, but rest assured, you WILL get to the end of it.

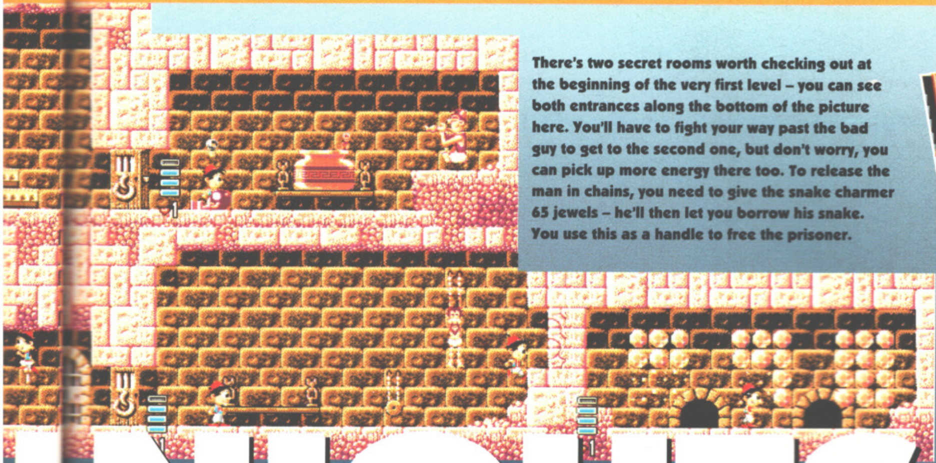
Level 4: The Galleon

9 There are two separate routes through the ship – you have to decide which you'll take when you get to the first Quadipus. Either you can go down the rope and battle along the Eel route to get loads of points, or you can cruise past the Quadipus for an easier life. Let's get the difficult bit over with first.

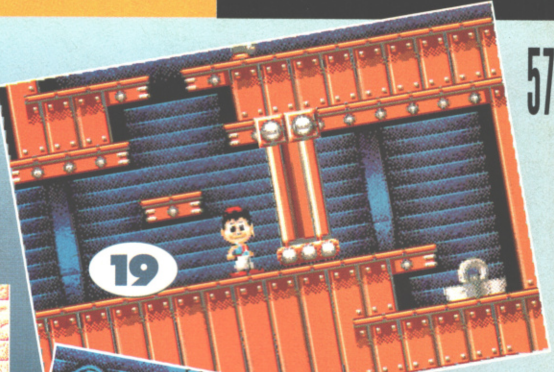
Go down the stairs and, to collect some fishbones, go through the false wall on the right of where the first set of Eels are. If you press the buttons, the large columns start moving so you can get past. Hop in the cooking pot and you'll wind up next to a large platform with holes in it and metal studded blocks at either end.

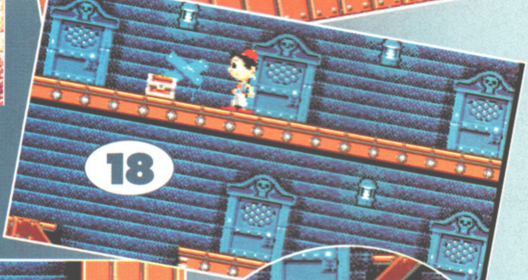
10 When you stand on the platform, it'll start moving in all sorts of directions – you need to keep up with it, otherwise you'll end up on the spikes. It really is spike-crazy-bonkers, and although there are fishbones and stuff to pick up





There's two secret rooms worth checking out at the beginning of the very first level – you can see both entrances along the bottom of the picture here. You'll have to fight your way past the bad guy to get to the second one, but don't worry, you can pick up more energy there too. To release the man in chains, you need to give the snake charmer 65 jewels – he'll then let you borrow his snake. You use this as a handle to free the prisoner.





NIGHTS

levels of the world's cutest platformer.

along the way, you're doing well if you manage to get to the pot at the end, and get transported out.

11 The easier way of getting to this room is past the Quadipus. After this beastie there are a few sets of cannons and then some Eels on ropes.

12 Wait until they're either at the top or bottom of the ropes before niftily jumping past them.

13 The pot at the end jumps you to a point just across from a cannon, so time your exit with the cannon shots. You'll now be in the room that the Eel route finishes off in and, if you jump up and to the left of the cannon, you'll be rewarded for all your efforts by an extra life.

14 Both routes now join into one, so hit the first button you come to and thus avoid the bomb.

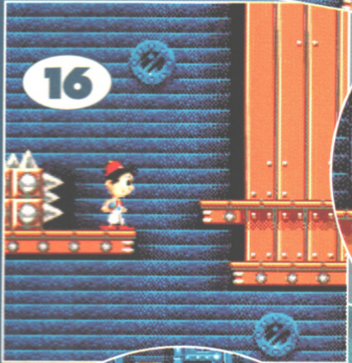
15 There's another column here blocking some more lovely bonuses. The column's activated by the button right at the top left of the room.

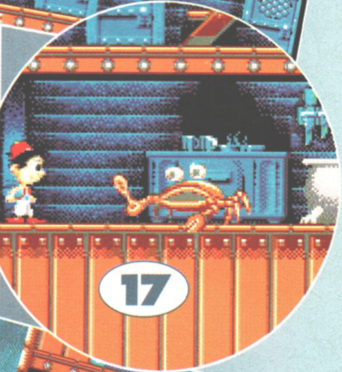
16 The way out is just to the right of this through a false wall.

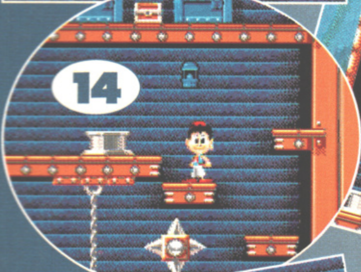
17–18 Another pot brings you to the Crab Cook, who tells you he wants five fish, and conveniently enough, there are five doors nearby. Each door contains, amongst other things, a Quadipus, which'll cough up a fish providing you hurt it enough. Watch out for miscellaneous spikes and cannons, though.

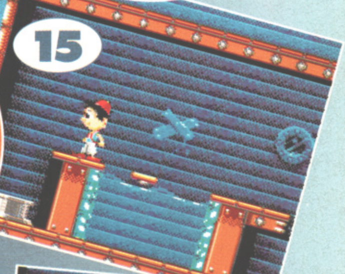
19 When you've got the fish, go back to the Crab Cook, who'll now help you out. In the final room, climb onto the small moving platform and flick the switches so that the column is up. Drop down the left-hand side and jump onto the giant plug to complete the level.

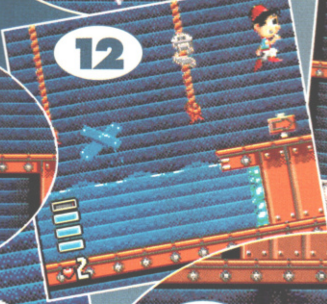
Ready for more? Well, I'm not. I'm dog tired after all this leaping about, so it's siesta time until next month. Snooze...

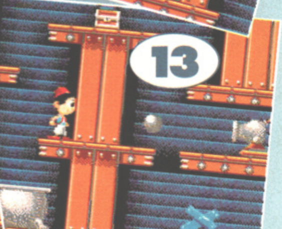


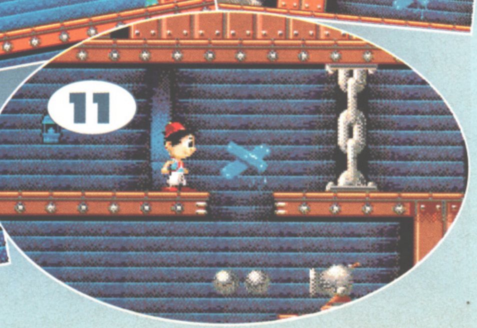


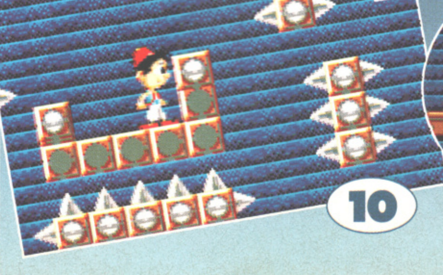


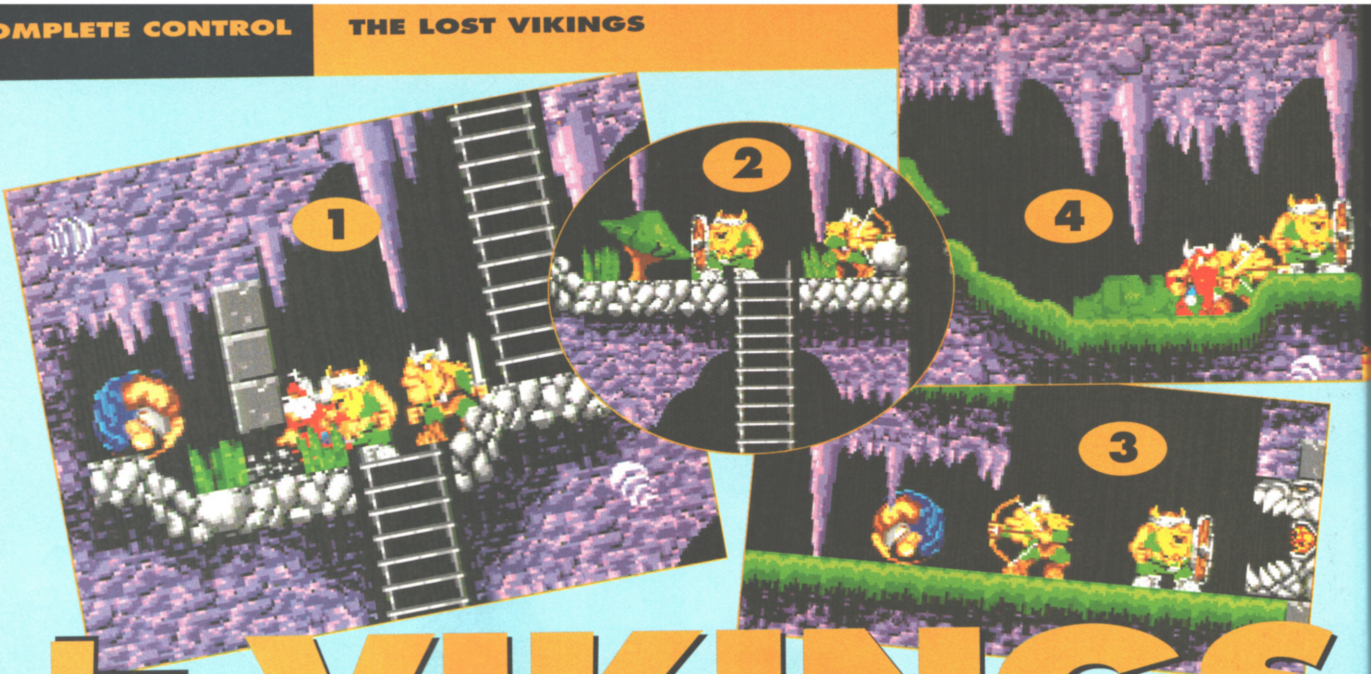












THE LOST VIKINGS

Still lost in *The Lost Vikings?* Well, don't go on a mad axe-wielding frenzy – here's the complete solution to four full levels.

Those *Lost Vikings,* eh? Three times harder or three times easier than a normal platformer? You decide. Anyway, here's how to finish off the outdoor world levels.

Level 7

1 Move Olaf down the steps and place him in front of the wall blocking the troll. Put Baleog behind him, then use Erik's head bash to break down the wall. Use Baleog to shoot up the troll.

2 Move Olaf and Baleog down the steps to kill the troll and pick up the food. Move them back up the steps, then take Olaf and Baleog to the right to defeat the blue dinosaur. Move Olaf and Baleog up the steps to shoot the snail, then use Baleog's arrows to shoot down the two rocks to bridge the lava pit below.

Move the party across the bridge, and use Olaf and Baleog to defeat the blue dinosaur. Take Olaf up the two flights of steps and position him right in front of the flame spitting from the wall. Move the others up behind him, use Erik to jump and grab the food, then run headlong into the wall and break it down. Baleog can then fire an arrow to hit the switch and lower the bridge.

Move the characters down to the next set of steps, moving Olaf last so that nobody goes unshielded. Use Olaf and Baleog to get rid of the troll at the bottom of the steps, then move along to the bridge. Baleog can shoot the switch from behind Olaf, then shoot the troll when it crosses the bridge. From then on it's just a short stroll to the exit.

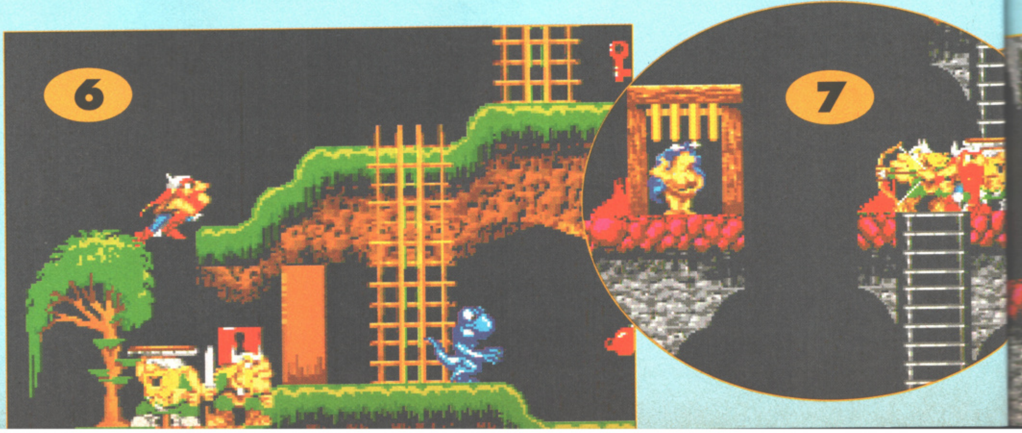
Level 8

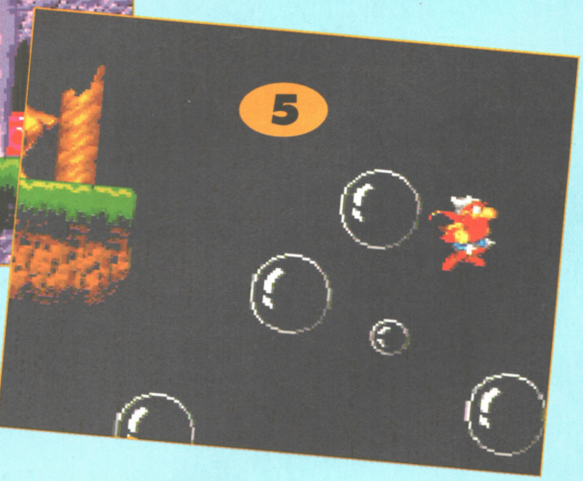
Move Olaf forward to the bridge and Baleog behind him to shoot the snail. Run Erik along to the right to get the food and the shield. Use Erik to bust down the wall.

3 Move Olaf down in front of the flame spitting from the wall, and drop Baleog in front of him to shoot the troll. Move the party along to the bridge, picking up the key on the way, then drop the bridge with Olaf shielding and Baleog shooting at the troll. Use Erik to break down the wall. Move Olaf and Baleog down to the lower platform and take on the snail and the blue dinosaur first. Position Olaf in front of the wall, use Erik to break down the wall and Baleog to fire at the troll and get the food.

4 Move Olaf to the edge of the lava pit, and Baleog behind him to shoot at the snail. Use the bubbles to get the team up to the first level on the left. Erik can break down the wall and pick up the key, while Olaf shelters the team from the fireballs. Move Erik down the steps, leap him over the spikes and use the gold key to open the door and get to the blue key.

Use the bubbles to get up to the top platform. Pick up the food, then move Erik down the steps to the blue lock, open the door and move down to the bottom level. Bash down the wall with Erik's head, then quickly run in and pick up the smart bomb and get out again before the door descends and traps you.





Take the whole team down the hillside to the steps. Use the smart bomb to get rid of the troll, and climb up the steps to the exit.

Level 9

Move Olaf and Baleog up to the first two platforms, shoot all the nasties, then take the food and the shield and move back down a level.

5 Now come the tricky bubble hopping manoeuvres. With each character, jump onto a bubble, then wait until you see a bubble rising up on the right below you and jump down to it. If you don't see one, there'll be another directly underneath you, so just wait until the bubble bursts. Move them all up the steps.

6 Make Olaf put his shield on his head, thus enabling Erik to jump up to the next platform and get the red key. Open the door, with Olaf providing cover, and use Baleog to shoot the blue dinosaur. Move Olaf and Baleog up the platforms shooting the baddies.

Baleog can kill the dinosaur on the floating platform at the far end from the bottom of the steps. This leaves Olaf free to float down from the upper platform and pick up the smart bomb. Use the smart bomb to get rid of the dinosaur on the level above, climb Olaf up there, and move him next to the locked door.

Now, get Olaf to put his shield on his head so that Erik can climb over and open the door for the others. As soon as it's open, run him behind Olaf so that he's shielded along with Baleog, who can get rid of the baddies. Now just keep moving right in order to reach the exit.

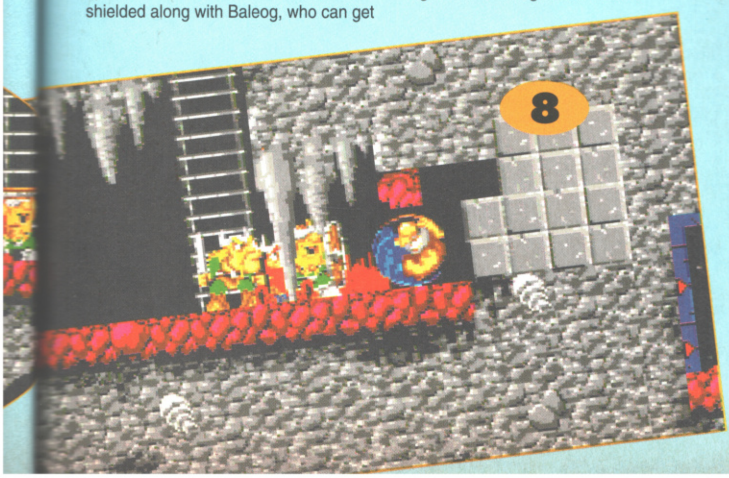
Level 10

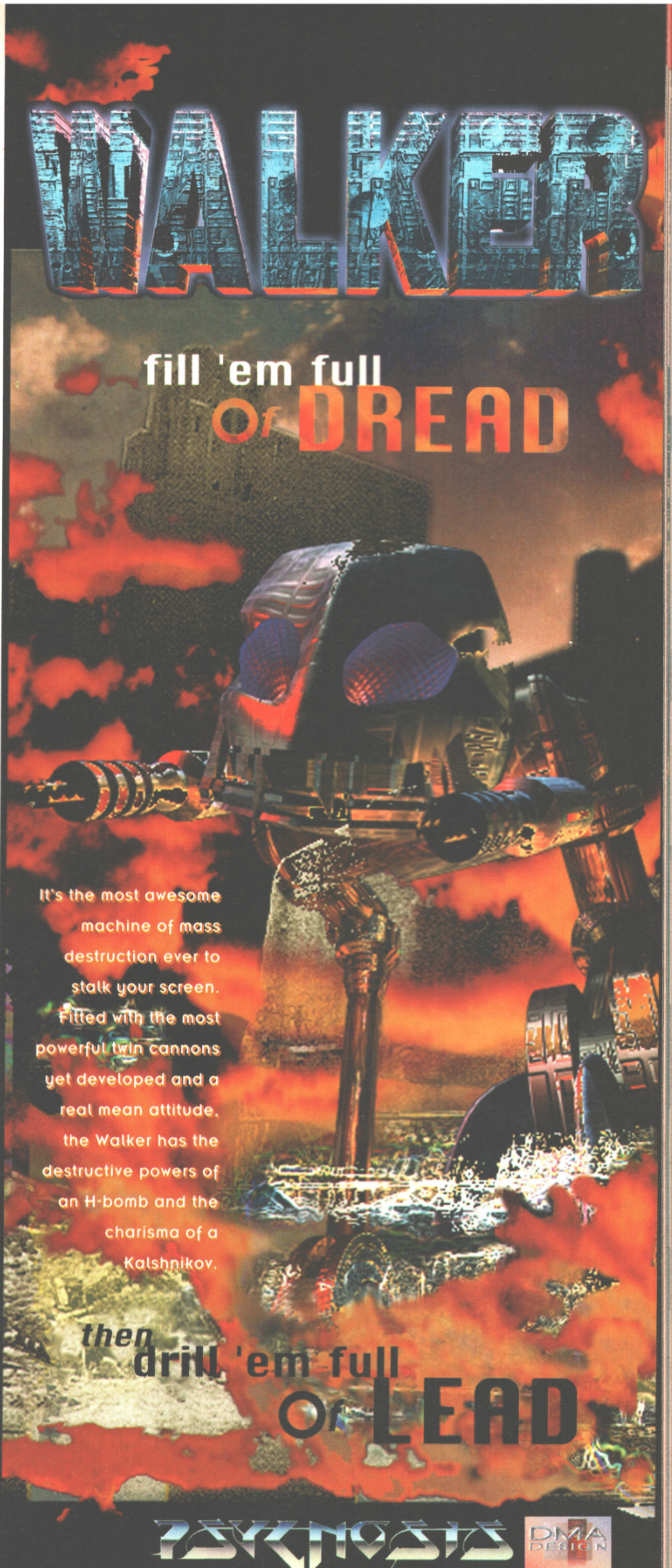
7 Send Olaf up the ladders first to protect the others from the fireballs. From the platform opposite, use Baleog to shoot the lock off the cage. Get Erik to jump over and speak to the girl you've set free, then leap him over the other platforms to get the food (jump the trolls).

8 Go down to the part of the wall where the fireballs were coming from and break them down using Erik, while shielding with Olaf. Shoot the blue dinosaur when it sticks its azure head out, then carry on bashing with Erik to pick up the food. Go down to the lowest fireball source and do the same, but this time pick up the red key with Erik.

Move all the guys back up to the lava pit and jump Erik over it. Use the key to drain the volcano, move everyone down the slope and down the ladder. There's a secret tunnel on the left which enables you to enter the bonus cavern – shoot all the trolls here and pick up the food. Carry on moving down the ladder, shoot the troll and pick up the food.

Use the bubble to get the characters to the higher level. Get Olaf to put his shield on his head and protect Baleog as they walk up to the block. Carefully push the block into the gap, then walk Baleog down the steps to the exit. Do the same with Erik, and finally take Olaf to the exit to get all the Vikings out. Phew! ●





It's the most awesome machine of mass destruction ever to stalk your screen. Fitted with the most powerful twin cannons yet developed and a real mean attitude, the Walker has the destructive powers of an H-bomb and the charisma of a Kalshnikov.

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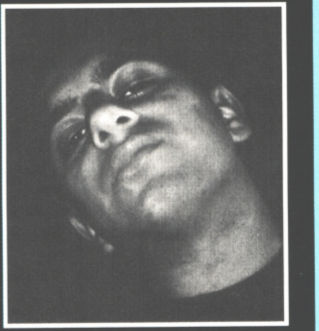
DISMAL?

Then you need...

THE LAST RESORT

without Jonathan Davies



Wipe away those tears! JD may have his day, but wait and see who we've got filling his problem-solving shoes. None other than Rich Pelley! (Er, hooray!)

Although Jonathan's departure may have come as a bit of a shock to some, I can see no reason why, legally speaking, any form of apology is actually required for his actions. Readers who are stumped can still write in and air their problems, so no sorries should be solicited for them. Kindly folk who want to help others still can do so in Loose Ends, so no pardons need be begged there. And service continues as usual for true Last Resort enthusiasts who can see how previous game-snags are elucidated in Cases Closed. So it seems that the only portion of the populace who may feel slightly cheated at JD's absence are die-hard Jonathan Davies fans. And, in retrospect, people like that probably deserve no apology at all.

FLASHBACK

Q "I've got a bit of an embarrassing problem. I am also stuck trying to complete the fourth job of level two of *Flashback*. I can reach the computer terminal and have located the slot to insert the card but, and here's my problem, the terminal refuses to accept it and then I run out of time and the whole place blows. And am I supposed to take the faulty card beforehand? Or not?"
Kirsten Gillespie, Glasgow

LOOSE ENDS

These readers have problems that I am unable to solve. Perhaps you can provide their salvation.

Q "Hello there. I'm stuck with LARRY IN THE LAND OF THE LOUNGE LIZARDS. How do you get onto the balcony outside Lefty's bar? Do I climb up there from outside and, if so, how? Or what is the password inside? Finally is it possible to shut the trash bin lid?
PS I am not bisexual, but could someone help me anyway?" *(Eh? – Ed.)*
Lee Facker (Permo), Worcs

Q "I'm stuck on level two of ORK. I can't find out how to open the jar. The manual says: "A jar must be smitten". But that doesn't help me much. Also, how do you work out the code for level three?"
Neil Degg, Hyde

Q "I'm stuck on ZAK McKRACKEN. I'm in the cave in Seattle, I've got the bird's nest and I've killed the two-headed squirrel to get the squirrel's nest. But I can't read the strange markings on the wall. How do you do this, and what do you do with the nests? And what do you have to do on the aeroplane?"
Jason Charlton, Knottingley

Q "And how do I escape off the aeroplane before it lands?"
Mark Ashbury, Banbury

Q "On LEGEND OF KYRANDIA, where will I find the yellow, red and blue gems, together with the yellow flower to mix the potions to be able to get to the Royal Chalice?"
Stephen Brown, Burton-on-Trent

Q "How do I get past the rotor saw in INDIANA JONES THE GRAPHIC ADVENTURE? The only thing I have is a grail diary and a whip."
'Citizen' Smith, Oldham

Q "How do you get past the Heaven's Above stage in HARLEQUIN? I can't jump onto the platform to the left of where you start because it's too high."
James Bachellier, Paignton

Q "And another thing – how do you get past Havoc World, level one in OH NO! MORE LEMMINGS?"
James Bachellier, Paignton

Q "In IT CAME FROM THE DESERT, I can't seem to win the battle after the mayor has called the general alert. Could anyone out there help me to overcome the ants?"
Peter Cann, Rhondda

Q "On ASSASSIN I have progressed down the entrance shaft and have reached the area beneath the crane, but can get no further. I've been stuck here for over five months now, so I really would appreciate some help."
Simon Lake, Devon

Q "On BODY BLOWS I am having extreme difficulty in defeating Kossak with either Junior or Lo-ray in arcade mode. Does anyone have any tips on how to do this?"
A Allen, Bristol

Q "Please, please, please, how do you hit Ozric the Octopus on CHUCK ROCK 2?"
Elena Ruggeri, Luton

Q "I am totally stuck on the caves section near the beginning of CURSE OF ENCHANTIA. How do you get the magnet down in the room with the plank in it? And what do you do with the string the rock banger gives you?"
Allan Jeeawody, Cheshire

Q "Does anyone know how to get past the spikes on level 6.4 of SUPERFROG? I'd be very grateful if..." *(Yes, Yes. We know. – Ed)*
Zoe Warren, Atherton

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A First, no, there is no need to remove the faulty card but, as far as inserting a new card, the game is a little sneaky here. There is more then one slot on the terminal and at the moment you are standing by the wrong one. Approach the computer slowly from the left until you are first notified that there is a slot (this, I imagine, is where you were standing before). Now walk three full paces to the right and you will be informed of another (the correct) slot to insert the card.

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I seem to have got Sophia irretrievably stuck down the hole with Sternhart – I know I need to use the statues' heads but I can only reach two of them. And I have not found the map room mentioned in Sternhart's letter either."
K Kirby, Co Durham

A Hey – weren't you reading during issues 22-24? Use your whip to reach the third head and, in turn, (as I think you've sussed) use all three on the shelf to open the doorway. And don't worry about the map room – it will reveal itself in due cause as the game unfurls.

MEGA LO MANIA

Q "Hello. Unfortunately I am unable to complete epoch five so I was just wondering – you couldn't give me a code for epoch six, could you?"
James Ellis, Essex

A Okay. PVNCSZGYRHG ought to do the trick.

HOOK

Q "I'm stuck. I've found one mug in the Tackle and Bait Inn and on on the table on the left at the Crossed Swords, but where is the third mug? Am I just being completely stupid or something? Sometimes really obvious things like this pass me right by. Like last week – I spent hours looking for my keys. I searched the house, searched the car, even looked out in the road. And where did I find them? In my pocket, that's where. So back to *Hook.* You don't suppose that maybe I could just pick up all three mugs from the Tackle and Bait, do you? I know – maybe if I clicked on the space that I picked up the first mug from twice more – do you think that might work? Huh?"
Floris Bex, Holland

A Yep. Oh, and next time, check your pockets *first.*

HUNTER

Q "Hey! You wouldn't happen to have any useful co-ordinates, would you?"
M D Robinson, Swansea

A As luck would have it, I believe I do, and for added convenience they come in the order that (in adventure mode) you're required to visit them:

First man:	(163, 80)
Old man:	(181, 197)
Second man:	(99, 61)
Professor:	(59, 46)
Master key:	(164, 169)
Nuclear device:	(28, 227)
Disk:	(100, 225)
Third man:	(195, 119)
Fuel:	(224, 123)
Security pass:	(224, 153)
Computer:	(224, 199)
Prison:	(135, 239)
Saw:	(151, 121)
Green monk:	(85, 174)
Animal:	(35, 248)
Injured soldier:	(10, 36)
Scroll:	(91, 173)
General:	(135, 239).

LURE OF THE TEMPTRESS

Q "I have collected the flask from Nellie, persuaded Luthern to drink it and then lit the oil burner in Taidge's house. However, I cannot retrieve the liquid, although I have a feeling that it is something to do with the flask."
Floppy Ears the Dog (?), no fixed abode

A You're right about the flask – I could hardly think of an object more fitting to collect the potion in. And to get it out – just look round for the tap. Obvious, really.

Q "For the life of me I just can't work out how to enter the hall where Gowin is held."
Steven Scott, Hants

A The guards won't let you in unless you are wearing a disguise – unfortunately I can't remember exactly where it is. Any offers?

Q "I'm in the village and my inventory consists of just a flask, a tinder box, some broken glass and some money. Now, I know that Gowin was last seen near the Magpie Inn, but what, can you tell me, do I do next?"
Van Gorp, Holland

A I take it that you haven't yet returned to Luthern's to get him to empty the flask – you'll need this empty soon. Luthern will tell you to go and talk to the beggar in the Magpie courtyard, whom you should go and see at once. He'll give you a lockpick and, well, is that enough? I only copied this all out of issue 18 anyway.

ABANDONED PLACES

Q "I've been playing this game for over a week *(You must be knackered. – Rich)* and I'm still looking for the Book of Worlds. Any ideas?"
Paul Martin, Glasgow

A Er, right. I think you will need to travel to Kal Kalon, the central capital of Kalynthia. Visit 'The Wise One' there and hopefully he will direct you to the entrance to the library. And this is where the book can be found. ●

CASES CLOSED

These hapless souls were previously flummoxed, but AP readers, as ever, have come to the rescue.

HEIMDALL

Q Try as he might, Martin Mathers of Stanmore just couldn't seem to get off the first map or find a use for the Descension Spell.

A "It will probably come as little surprise if I reveal that it's the Descension Spell that you need to cast to move on. Cast the spell to get the jewel from the top of the pedestal. Give Hemlock to the hooded figure in the next room and he will give you a chest and that way off the island you were looking for. *(And if you are still having problems, check out the cheat from The Last Resort in issue 23. – Rich.)*"
Ray Smith, Milton Keynes

NEUROMANCER

Q Chris Jones of Erith couldn't reach the Panther Mansion in this old cyberpunky chestnut.

A "You'll need a search warrant, pick axe and laxative to pass Larry Moe. First, go to the Massage Parlour and talk to the young woman. She will give you the link code and password for the Panther Mansion, together with five pieces of subsidiary info. You may be arrested whilst talking to her, though, so it might be a good idea to make sure you save the game beforehand."
Ray Smith again, Milton Keynes

BRAT

Q Philip Sadler of Darlington put in a request for the level twelve code.

A "Well, it's NAGAITSU, actually."
Ray Smith, still of Milton Keynes

LEGEND

Q Julian Jones of Wrexham was having door-opening problems on level seven of Fagranc.

A "It might seem a bit drastic, but after entering the room via the western door and allowing the switch-activated door to close, kill any one of your party (except the Runemaster) by casting repeated Disrupt spells at them. Leave their bones in the room, go round and re-enter the room through the eastern door. Cast a resurrect spell at the bones and re-animate your dead adventurer. Operate the switch to open the door and allow your newly-resurrected mate onto the western side of the water to gain access to the chest."
Billy Whizz, London

A "And here's a quick hint for the end of the game. When you eventually reach the end, concentrate on taking out the King, and use the key he drops when he dies to open the door on the opposing side of the room. It might look like a dead end, but take a close look at the column."
Shane Maunder, Hull

SPELLBOUND DIZZY

Q Jan Holmes had saved Dylan, Grand Dizzy, Denzil, Dora and Pogie but was not too sure what to do (or who to save) next.

A "Well, by the absence of Daisy from the list of people you have saved, I can only assume that you haven't saved her yet. Firstly, jump diagonally right from the Whale Fountain and pick up the flippers. Now get gobbled by the the egg-eating plant and proceed right and up to the secret shed where Daisy awaits."
Rob Whitehead, Coalville

INDIANA JONES AND THE FATE OF ATLANTIS

Q Both Allan Smith of Leuchars and Maarten Vitrings of Holland couldn't seem to find the correct setting for the stones on the dial on the outskirts of the big lost city of Atlantis.

A "Okay lads, you've obviously realised that the correct stone positions for the relevant points in the game are given in the lost text. But this time you have to set them to the opposite of Plato's instructions – that's the catch. Simple when you know how, isn't it?"
Haydn Mullineux, Manchester

Q Steven Sherwood of Bately could not get the spiral from the temple.

A "Get Sophia to distract Sternhart and take the kerosene lamp from the trinket stand outside. Open the lamp and use it with the darkest spiral and it will come off in your hand. You say in your letter that you have tried this but it didn't work, but it does! There's nothing more to it than that!"
Haydn Mullineux, Manchester

Q And it wasn't Kirsten Gillespie of Glasgow's lucky day for docking the sub in the airlock.

A "Bluntly, you are not steering the sub correctly – you did know that the steering wheel moves the sub into and out of the screen, didn't you because you said that you kept steering behind the dock? The sub may be going in the wrong direction when it's in line with the dock, so you may need to reverse in."
Haydn Mullineux, Manchester

If you've got a question, don't let it bottle up inside you – write in and get it all out in the open. And if you've got an answer that'll tie up a Loose End then you really will deserve our undying gratitude. Write to: The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Yeah.

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Wanted: *Little Computer People*, will pay £10 for boxed original with instructions.
Duncan Harrison
Tel: 061 792 8149

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Tel: 605 267 2598

Wanted: Issues 11 and 18 of AMIGA POWER. Will pay £10 for both (with disks) or agree price without. Phone after 2pm.
Steve Hardman
Tel: 0253 796339

Wanted: *Mega lo Mania* or *Premier Manager*. Swap for *Apidya* or *Street Fighter 2*. Originals only.
Graham Wales
Tel: 0603 548351

Wanted: I'm looking for *Willy Beamish*. I will pay £10 for it.
Vicky Ellington
Tel: Suffolk 564886

Wanted: *Strip Poker*. I will pay £10 for any sort of working copy with instructions. If you can help, please phone my number after 4pm and ask for Little Danny.
Danny Bowers
Tel: Stoke-on-Trent 722408

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Scott Griffiths
Tel: 0602 638572

Swap: I will swap any three of these – *Assassin, Harlequin, Chuck Rock, Dojo Dan, Killing Game Show, Killing Cloud* or Sega's *Passing Shot* for *Legends Of Valour, The Greatest* compilation, *Alien^3, Sabre Team*. Any two for – *Darkseed, Dune, Legends Of Kyrandia, Bill's Tomato Game, Putty* or *Walker*, and any one for *Metal Mutants, Storm Master, Indy's Last Crusade, Project-X* or *Epic*. Boxed originals only – NO PIRATES.
John
Tel: 0785 840359

Swap: *Graham Taylor's Soccer Challenge* for *Premier Manager* or *Championship Manager*.
Debi Majury
Tel: 0533 830035

Swap: *Flashback, The Chaos Engine, Lemmings 2, Pinball Dreams, Road Rash, Sensible Soccer* and tons of others. For anything decent.
Robert Clayton
Brow Nelson House
Dalston, Carlisle, Cumbria

Swap: *Gobliins 2* for *Graham Gooch's World Class Cricket* or *Lemmings 2*.
Martyn Mahoney
Tel: 0825 722958

Swap or sell: *James Pond – Robocod* for *Body Blows* or cash.
Graham Lee
Tel: 0524 63049

Swap: Wants *Exile*, will swap it for either *Lionheart, McDonaldland, Dynablaster* or *Wizkid*. Please phone between the hours of 6 and 7 pm.
Chris Rayment
Tel: 0892 541130

Swap: *SWIV* or *XJ220* for either *Knights Of The Sky* or *Sim City*.
Howard Waddington
Tel: 0925 268900

Swap or sell: *The Chaos Engine, Dynablaster, Parasol Stars, The Addams Family, Crazy Cars 3*, for any other good games.
Phillip Mlynar
Tel: 0604 710908

Swap: *Monkey Island 2* and *Zool* for *F1 Grand Prix, Nick Faldo's Golf* or *History Line*. Please phone on weekends.
Charles Lines
Tel: 0705 585521

Swap: Send me one disk (or more) with PD stuff, and I will send you the same number of disks with different PD stuff (games, etc).
Rud B Sorensen
010 45 53 476749

Swap: *Team Yankee* and *Street Fighter 2*, boxed originals with instructions. Will swap for *Dynablaster, Desert Strike, Wizkid, Premier Manager, Nick Faldo's Golf* or *Curse Of Enchantia*.
Marc Rath
Tel: 0793 861629

Swap: Sackload of games to swap, recent and budgets. Swap game for game.
Gavin Ware
Tel: 0622 671112

Swap: *Road Rash, Sensi Soccer '93, Humans, Project-X, Harlequin* and *Archer Pool* for either *Pinball Dreams/Fantasies* or *Body Blows*.
Robert Clayton
Tel: 0228 22752

Swap: *Legend, Darkseed, Ashes Of Empire, Lotus Turbo 2* for recent RPGs or sims. Budget swaps: *F-16, North And South, Apache Flight*.
Keith Manning
Tel: 0923 894178

Swap: *Assassin, Fire And Ice* and *F1GP* for *Knights Of The Sky, Toki, Zool* or *John Madden Football*.
Daniel Hunter
Tel: 0496 2286

Swap: *Curse Of Enchantia* for any of the *Leisure Suit Larrys*.
Paul Smith
Tel: 0548 830572

Swap: *Harlequin, Populous 2* and *Jimmy White's Snooker* for either *Body Blows, Monkey Island 2, Dynablaster, The Chaos Engine* or *Alien^3*.
Paul Edmunds
Tel: 0837 53736

PEN-PALS

Emma
51 Colchester Drive
Farnworth
Nr Bolton BL4 OLU
Amiga contacts wanted. Send disks or lists. Help! I'm stuck on *Eye Of The Beholder 2*. If anybody out there can help me then please write.

Simon
8 Little Mead
Denmead, Waterlooville
Hants PO7 6HS
Tel: 0705 262323
Amiga PD contacts wanted, to swap all types of PD. Send lists to Simon Feilder at the above address.

Janice
60 Oakleigh Road
Stratford-Upon-Avon, Warks
Penpal wanted for (lonely!) 14 year-old female. Likes cutesy games, dislikes flight sims. Also wanted, original *Populous* for between £2-4.

Craig
21 Canal Road
Yapton, Arundel
West Sussex BN18 OHD
Amiga contacts wanted. Don't delay, write to me now. You won't be disappointed. 100% guaranteed.

Nadim
37 Haycroft Avenue
Washwood Heath
Birmingham, B8 3LA
Male, female, amphibious or any other living creature wanted for penpalling. Interests include reading, computing.

Jozef Vogel
PO Box 385
Wakonda
South Dakota USA
I am the owner of a very large Amiga software collection, and I'm looking for overseas pen-pals.

You can visit The Secret Garden for free – but no profit-making, public domain libraries, or sad-boy lonely hearts, please. Send your completed coupons to: The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

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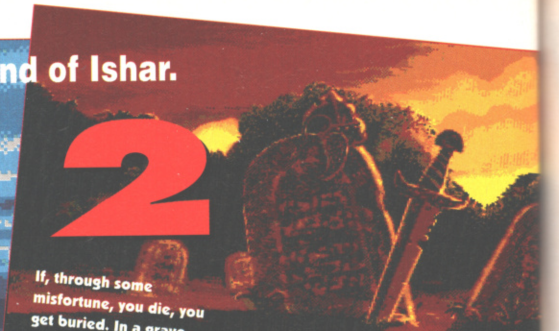
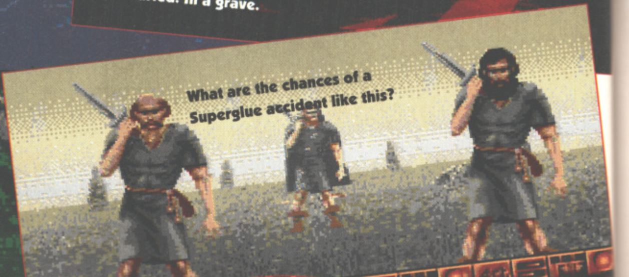
Can you believe it? Doom's *still* stalking the land of Ishar.

ISHAR 2

Nice landscape, but let's face it – the next picture down is much more interesting.

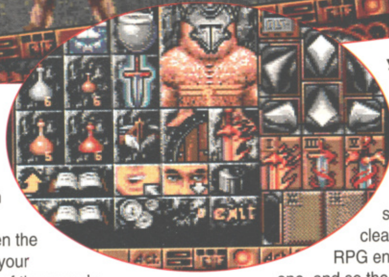


If, through some misfortune, you die, you get buried. In a grave.



What are the chances of a Superglue accident like this?

Of course, a role-playing game like *Ishar 2* won't be everyone's cup of tea.



Your inventory, your spells and your weapons. And a picture of your chest.

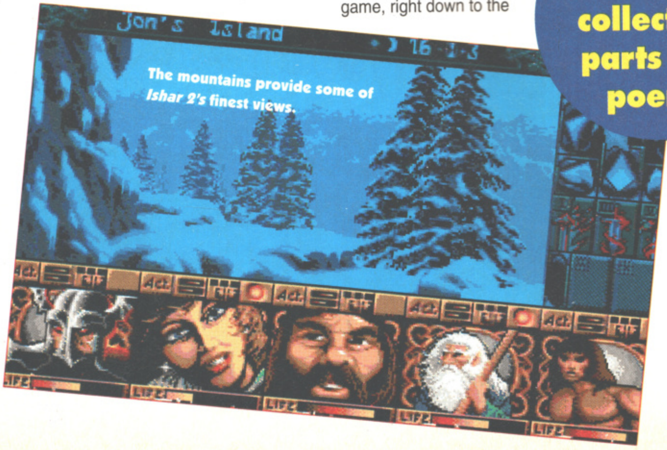
Game: Ishar 2
Publisher: Silmarils
Authors: Pascal Einsweiler, Michel Pernot, Andre Rocques, Fabrice Hautecloque, Jean-Christophe Charter, Eric Galand, Louis-Marie Rocques
Price: £29.99
Release: Out now

'Messengers of Doom' is the sub-title to this one. Pretty scary, huh? As for the game itself, well, as you'll probably already have spotted, it's the sequel to top RPG *Ishar* (78% in AP15). And, at the risk of giving everything away in the first paragraph, it's more of the same – only better. What would probably be best would be if you dug out your copy of issue 15 and read Karl Foster's review of the first *Ishar* (he's explained it all much better that I ever could), leaving me to detail the differences between the two games, and we'll end by cosily summing everything up and deciding whether *Ishar 2* is worth buying. Okay? Here goes, then.

Zeloran didn't have many close friends.

The first difference is the plot. That's different, obviously (in a following-on-from-where-the-first-game-left-off kind of a way). The land of Ishar (which you conquered in the first game) is in danger, and you've got to sort it out by assembling a band of adventurers, kitting them out with weapons and stuff, and setting forth to solve lots of puzzles, hack up monsters and collect the parts of a poem, maybe casting a few spells in the process. The way you do this is identical to the first game, right down to the user interface with its emphasis on interaction between the five characters in your party. (That's one of the game's good points, and you can use the party you saved from the first game if you want.) Not much difference there, then.

"Hack up monsters and collect the parts of a poem"



The mountains provide some of *Ishar 2's* finest views.

The graphics are just as gorgeous as in the first game, too. It's great the way the scenery fades out as you look into the distance, giving a real sense of depth. The mountainy places are especially nice.

(Incidentally, I've never been much of a fan of this 3D walking-into-the-screen approach to RPGs. It makes everything look very nice, but it's much too easy to get disorientated and lost when you can only look directly ahead of you the whole time, especially when you blunder into one of the inevitable mazes. And it's really annoying when there's obviously a huge gap between two buildings, but the game won't let you walk through it because you can only stand in front of either one or other of the buildings, and not the gap. I much prefer the simpler bird's-eye view used by old Spectrum classics like *Rebelstar* and most noteworthy console RPGs. But enough about that.)

The puzzles, characters and baddies are all new, of course, as is the landscape. In fact, the landscape is actually three times as big as the first game's, though I'm not convinced that translates directly into three times as much to do. The first game suffered from rather too much fruitless trekking about getting lost for my (and Karl's) liking, and the sequel seems worse, if anything.

So it all seems pretty clear-cut. *Ishar 2's* RPG engine is a solid one, and so the game is enjoyable to play. There are no great advances over the original, but there didn't really need to be, and this can be recommended to anyone who liked the first game (or who appreciates a good RPG). And that's that.

● *JONATHAN DAVIES*

UPPERS The first *Ishar* game was great, and this is very much the same same sort of thing. Brilliant graphics, a huge playing area to explore, a good spell system and nice interaction between characters.

DOWNERS Too many open spaces and rambling mazes to get lost and flustered in. Slightly nobby-looking combat sequences (even though the actual fighting works okay). Disappointingly dull music.

THE BOTTOM LINE

A good, honest, clean-living RPG, ideal for those who go for this kind of stuff, with the bonus of some really fetching-looking graphics.

79 PERCENT

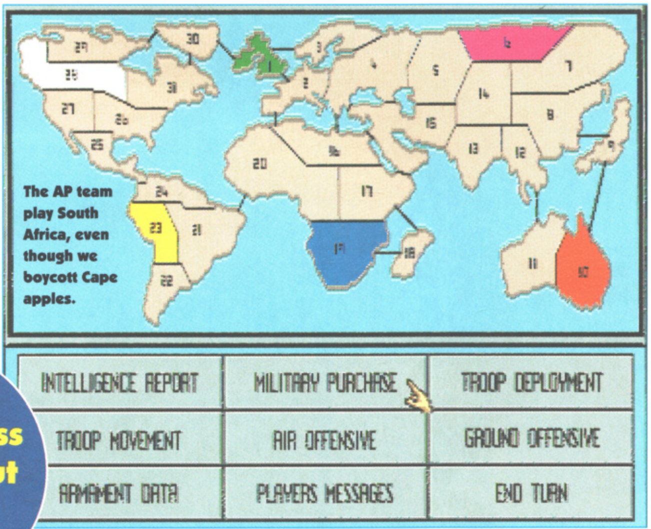
THE BOTTOM LINE

A1200 This standard version will work fine on the 1200 with no special enhancements – there will be a special 1200 version out later.

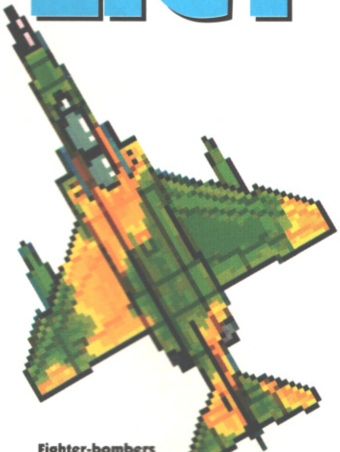
GLOBAL CONFLICT

Taking over the world – with your Amiga. And some stamps.

Game: Global Conflict
Publisher: Quantum Software
Authors: In house
Price: £12.99 for startup kit
Release: Out now



The AP team play South Africa, even though we boycott Cape apples.



Fighter-bombers are great for both attack and defence.

Does anyone remember a BBC program from the mid-'70s called Connections? I doubt it, seeing as the average age of you, the readers, is about 17, where as the average age of us, the magazine, is about 23.7 (roughly), so it's unlikely that any of you lot can remember very much about the 1970s. Anyway, Connections was this series presented and written by a bloke called James Burke, who was a bit of a popular geezer way back then, and what he did was connect something archaic and primitive like, say, the first leather horse saddle, to something modern and flashy like, maybe, a Braun Independent hairstyler. He did this by a series of eclectic connections, such as the saddle promoting easier travel, meaning that it wasn't such a chore any more, so people dressed up more fashionably to do it, so bothered about their hair more, so needed a set of portable, butane-powered curling tongs to do it. Or something like that.

So, paying homage to this great bespectacled TV presenter of yesteryear, I'm going to wind my own course through the connection between the postal service and this game. In the beginning was the postal service, and much enjoyment was had by the simple method of writing your thoughts to distant friends and then awaiting their reply. At some point in history, two friends started exchanging chess moves at the end of their letters, and the play-by-mail game was invented. These gained in complexity and number, and branched out into war games, role-playing games and all manner of other subjects.

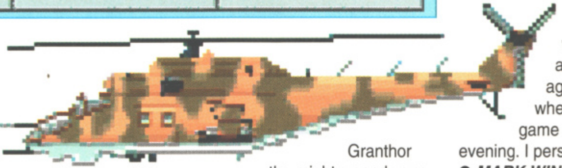
Then computers came along, and modems were developed, and whereas you had to wait ages to hear back from a play-by-mail game, you could now attack Granthor the mighty, send your tanks over the Arnhem bridge or take Queen's rook at E5 in mere seconds thanks to the miracle of telecommunications technology. With the world running at an increasingly faster 9,600 bits-per-second pace, it would seem that play-by-mail's had its day...

...but then with *Global Conflict,* computers have gone retro. Instead of squirting the info down phone lines, you choose your forces, set your attacks, save your moves on a disk and then send it off. At the other end, Mr Global Conflict compiles your moves with those of five other players, sorts out who's trashed who and whether the neutral countries have defeated or succumbed to your attacks, and then posts the results back to you. The process takes about a week, but can be longer if one naughty player forgets to post his disk off.

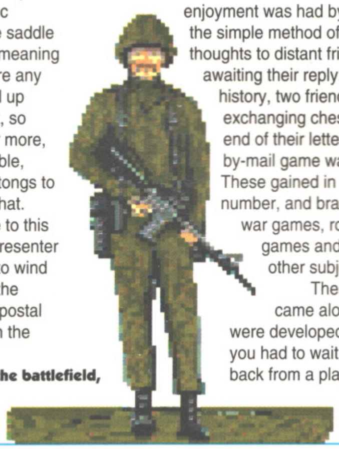
And here lies the problem with this – everything can grind to a halt while you're waiting for a reply. Although you can select recon missions over neighbouring states, bomb the hell out of them and then send in your troops backed up by all manner of specialised weaponry that you've bought for them, you can only spread your move out over about forty minutes, and then you've got another week turn-around time. Seeing as you've got to pay for each move after the first few free ones, you've got to decide whether all this waiting around's worth it to play against other real people, when you could play a similar game against the computer in an evening. I personally tend to think not.

● ***MARK WINSTANLEY***

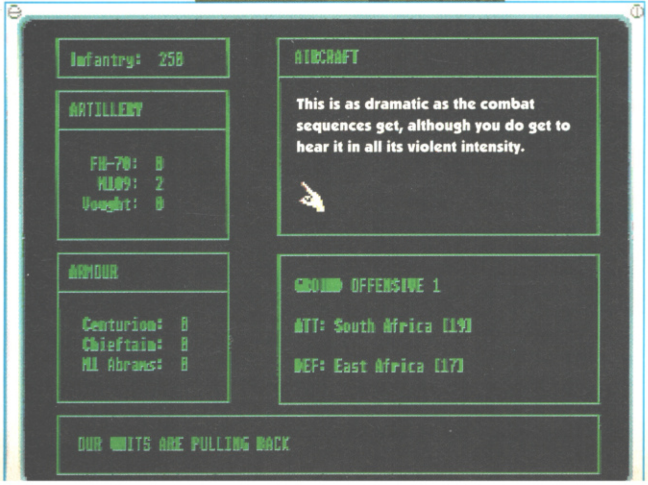
"The process takes about a week"



Hind gunships were no match for US Stinger missiles in Afghanistan.



It may be high-tech on the battlefield, but you still need loads of these boys.



Infantry: 250

AIRCRAFT

ARTILLERY

FH-70: 0
M109: 2
Vought: 0

ARMOUR

Centurion: 0
Chieftain: 0
M1 Abrams: 0

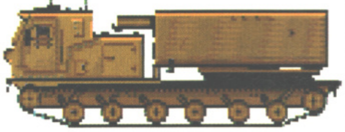
GROUND OFFENSIVE 1

ATT: South Africa [19]

DEF: East Africa [17]

OUR UNITS ARE PULLING BACK

This is as dramatic as the combat sequences get, although you do get to hear it in all its violent intensity.



Multiple-launch rocket systems can kill so many people, it isn't even funny any more.

UPPERS You get to play against real people, swap humorous war anecdotes and generally feel that you're up against a foe worthy of your considerable military presence...

DOWNERS ...but it takes a week or more before your next move, which'll only take you half an hour maximum. It's all extremely dry, no animations of battles and troop movements, just maps, charts and options screens.

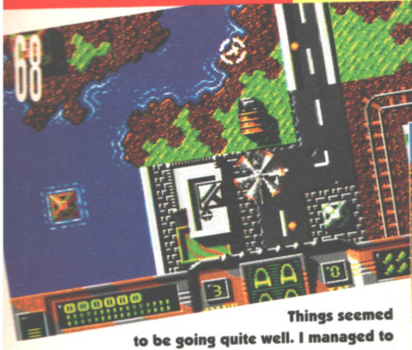
THE BOTTOM LINE

The game's pretty much a souped-up version of the board game Risk, with lots of military hardware thrown into the equation. It's a game for specialised tastes, and I can see that wargamers might be more into strategy than graphics, but it's still extremely dull to look at, and the time taken to play doesn't seem to equate to the fun you get from playing it.

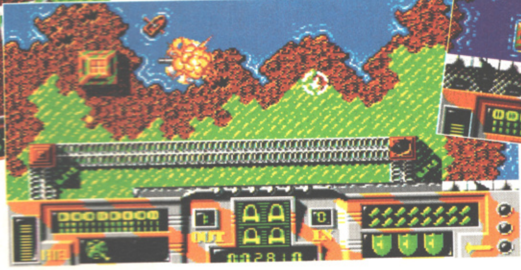
53 PERCENT

THE BOTTOM LINE

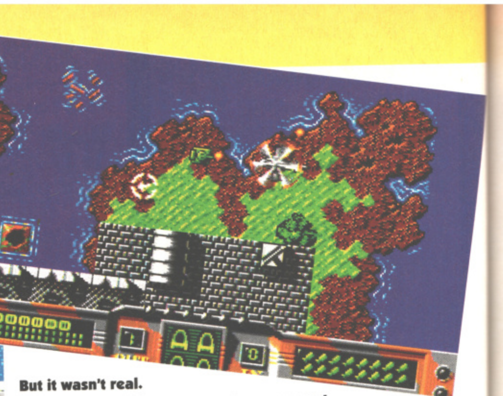
A1200 Well, it works fine, but don't expect to see any modifications just 'cos you've got a super-fast, super-colour-packed computer.



Things seemed to be going quite well. I managed to work out how to fly the helicopter and went on a jolly jaunt around the island.



And then suddenly, as if by magic, my helicopter exploded. Again. I think it's because of those bullets they shot at me.

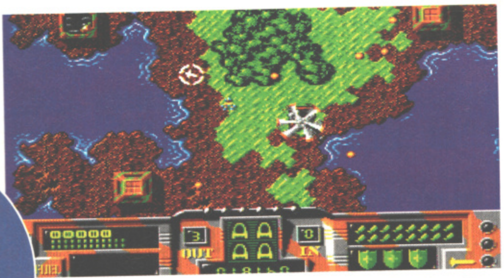


But it wasn't real. Luckily it was all just a computer game and nothing bad could happen to me at all. I was completely unscathed and able to take off for another exciting go.

Imagine: a sort of budget version of *Desert Strike.* Only nowhere near as good.

FIREHAWK

Game: Firehawk
Publisher: Code Masters
Authors: In house
Price: £19.99
Release: Out now



The secret agent is cunningly camouflaged in a bright blue-and-yellow flying suit.

Freelance writers always amused me greatly when I was on the AP staff. They would poke their heads sheepishly around the office door when the Ed invited them to do a review and ask, "What is it then, another cruddy game that you lot don't want to review?" And then we'd all laugh like crazy-mad-dribbling-bonkers people because yes, it was another cruddy old game and we'd fobbed it off on another gullible freelancer. But they still came back for more and we still laughed and they became increasingly bitter and twisted and we laughed about that too.

Now I'm no longer on the AP staff and I've noticed serious attempts among the team to stifle laughter when I agree to do another review. This month they were helpless with mirth when I said I'd look at *Firehawk* for them. Uh oh.

Something like this was bound to happen. Sooner or later we were bound to get *Desert Strike* clones and this doesn't mark an auspicious beginning for the new genre. *Firehawk* is an every-which-way scrolling shoot-'em-up which takes its central theme straight from *Desert Strike* and then smashes it to tiny little bits in a whirlwind of dodgy control and pointless gameplay.

> "A lot of aimless whizzing about and swearing"

But I'm getting ahead of myself. People seem to get unreasonably ruffled if you indulge in the popular AP pastime of ritually maiming a game's reputation without first examining the evidence. Let's start with the plot, shall we?

The baddie. You know he's bad – he's green.

Johnny Foreigner (boo, hiss etc) has done something unspeakably wicked. Meanwhile Uncle Sam (Oh say can you see, by the dawn's early light etc) decides that enough is enough and dispatches a team of top agents to put things right. But how do we get the agents home, Mr President? We'll send three helicopters on a boat and they'll pick up all the agents and everything will be fine. Hurrah. This is where you, intrepid game player that you are, come in – you fly the choppers.

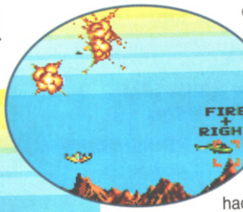
The control system, much like everything else in the game, is loosely based on that of *Desert Strike*. You may fly forwards or backwards and you may spin to the left or right. Sadly, though, left and right spinning are so uncontrollably fast that you scarcely ever get your bird pointing the way you want it to. But it's hard to tell which way it's facing anyway so you're never too disappointed. The result is a lot of aimless whizzing about and swearing. *Firehawk* hasn't quite made up its mind about what it wants to be. If it wants to be a bog-standard shoot-'em-up it should have bog-standard controls. If it wants to be *Desert Strike*, it should have had more realistic controls. As it is, it's just annoying.

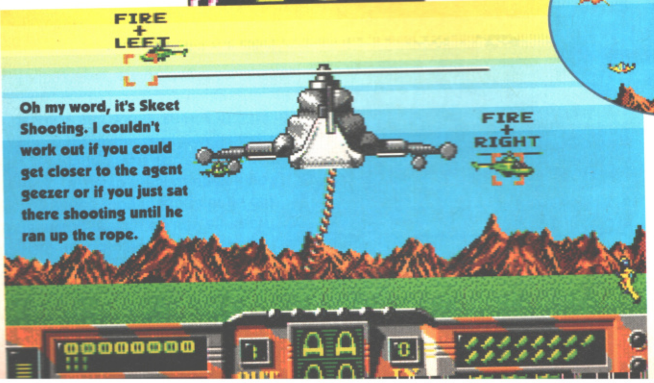
Buildings shoot at you. This is pretty standard shoot-'em-up stuff so there's nothing to complain about there. And it's fairly easy to destroy the buildings (once you're pointing in the right direction) so no real loss of marks there either. Well that's a blessing, I suppose.

Once you've found the agent you're to rescue the game changes to... Skeet Shooting. Hurrah. Enemy helicopters roam the sky and you wait for them to come into your gunsight. When they do, you select left or right and fire and they die. Skeet shooting was always my favourite bit in the multi-event sports sims so I enjoyed this. It's not terribly sophisticated for today's market, though, is it? Not really full price game material in 1993. More your budget release in 1987 I'd have said, but maybe my expectations are just a bit too high. The graphics throughout are a bit budget-y too. They're very cartoon-like and again give the impression not of 20 quid's worth of '90s game but of a fiver's worth of '80s game. And the sound? Could do better.

And that's it, really. It's a fairly ordinary shoot-'em-up that's been fancied-up by giving it the plot of a hot modern game. You learn to control the helicopter with practice, but I wonder why you'd bother. If you bought this game without knowing anything about it, you wouldn't be too disappointed – it's a moderately competent shoot-'em-up and you can have a bit of fun with it if you make the effort. But take my advice and don't bother with it at all. Save up another tenner and get *Desert Strike* instead – you'll feel a whole lot better for it.

● *TIM NORRIS*





Oh my word, it's Skeet Shooting. I couldn't work out if you could get closer to the agent geezer or if you just sat there shooting until he ran up the rope.

UPPERS It's fast shoot-'em-up fun.

DOWNERS It's a bitch to control and will annoy the bejaysus out of you.

THE BOTTOM LINE

There are better shoot-'em-ups and better strategic shooty things (or whatever the *Desert Strike* genre is) and by trying to be both it fails to be either. If it was a budget game I'd be a little more lenient.

45 PERCENT

THE BOTTOM LINE

A1200 The first 1,000 won't work on the A1200 and the Codies will swap any that don't for one that will.

0
37
WIN
AMIGA
A-Train ...
A320 Airb
Addams F
Alien 3 ...
Alien Bree
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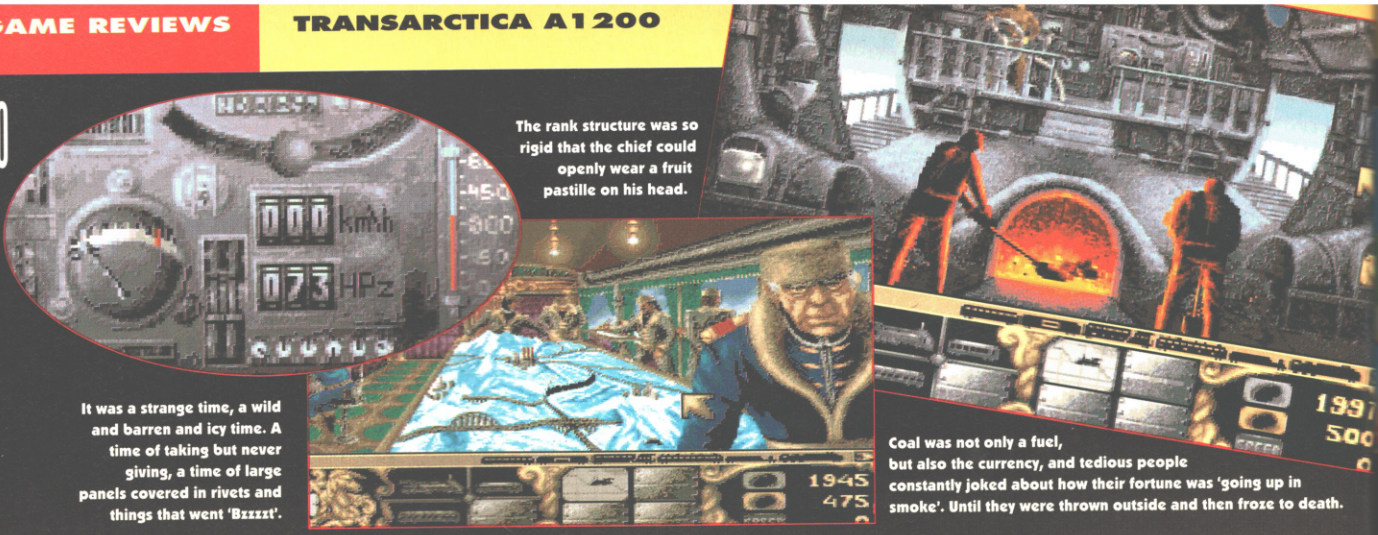


The rank structure was so rigid that the chief could openly wear a fruit pastille on his head.

It was a strange time, a wild and barren and icy time. A time of taking but never giving, a time of large panels covered in rivets and things that went 'Bzzzzt'.

Coal was not only a fuel, but also the currency, and tedious people constantly joked about how their fortune was 'going up in smoke'. Until they were thrown outside and then froze to death.

The train now standing on platform A1200 has, well, a lot more colours in it...

TRANSARCTICA

ENHANCED 1200 VERSION

Game: Transarctica A1200
Publisher: Silmarils
Authors: Andre and Louis-Marie Rocques, Michel Pernot
Price: £29.99
Release: Now

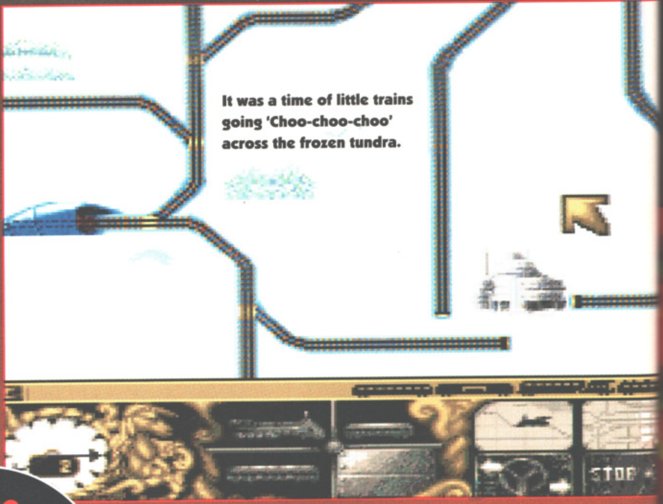
What with this and *Ishar 2* and *StormMaster* coming out on budget last month, those French funsters from Silmarils have been pretty busy boys lately, foregoing the usual two-hour lunch breaks consisting of brie, baguettes and quite literally crates of vin rouge, and all in order to produce some of the most off-beat and esoteric works of Amiga software that ever graced that little plastic slot on the side of your 16-bit machine.

Now, this version of *Transarctica* would be hugely more impressive if it wasn't for the fact that the original, ho-hum version looked pretty durned spiffing anyway. If it's fabulous fantasy art based heavily on pre-Revolution Russia that you want (which, I've got to admit, is probably a teensy-weensy, specialised percentage of you) then you need look no further, it's all here. Unfortunately, as with the original, the gameplay isn't.

You can get some great views of local wildlife from on-board.

Set in a future locked in a man-made ice age, you play the captain of a renegade train determined to bring back the sun by lifting the permanent cloud cover. Unfortunately for you, the ruling Viking Union's power is based on the ice age staying, since they control supplies of coal (the only fuel) and the rail network (the only mode of transport) so they're out to stop you in your tracks.

> "The original version looked pretty spiffing"



It was a time of little trains going 'Choo-choo-choo' across the frozen tundra.

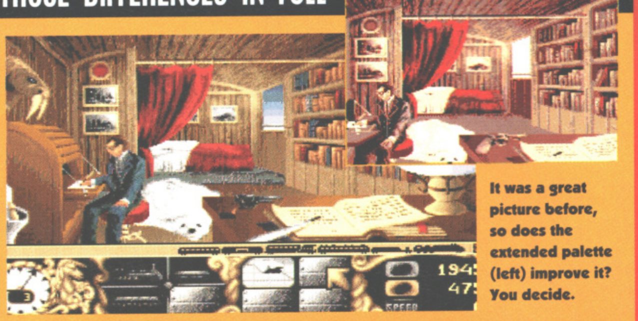
The resulting game comprises mainly of travelling from town to town trading and picking up pieces of information in the adventure part of the scenario. There's also lots of fighting to be done, against Mole men and packs of wolves, but mainly against the rival trains of the Viking Union. Sadly, these battles consist of crappy little arcade sequences with the two trains moving to and fro on parallel tracks while infantry and mammoth units charge across the no-man's land in the middle. After one or two goes, you've had enough, and the programmers (mercifully) give you the option of leaving the computer to work out the outcome of all the battles.

There's also a really tedious bit where you have to manually feed coal into the boiler, and whenever you forget, the train grinds to a halt.

It's hard to recommend this one, but if you like other Silmarils games, then you'll like *Transarctica*, but I think it's too obscure for most people.

● *MARK WINSTANLEY*

THOSE DIFFERENCES IN FULL



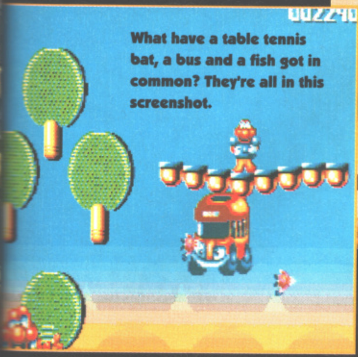
It was a great picture before, so does the extended palette (left) improve it? You decide.

THE BOTTOM LINE

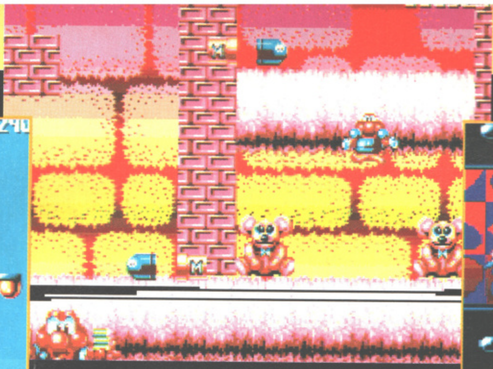
A1200

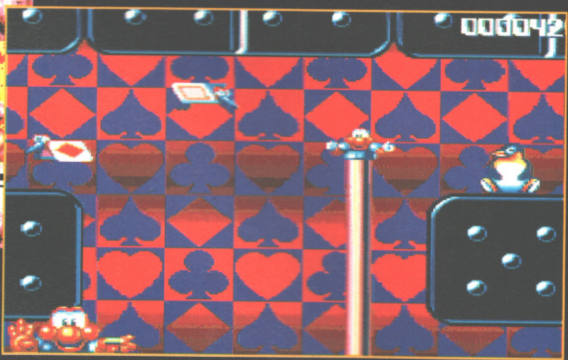
It's lush and gorge and atmospheric and moody and... well, ultimately a bit of a drag actually, especially the boiler-loading bit. It runs faster on the A1200, and the pictures that were great anyway are only slightly improved by the increased palette, so I'll give it 1% more than the original got. I'm nice like that, see?

65 PERCENT



What have a table tennis bat, a bus and a fish got in common? They're all in this screenshot.





Above: Fluffiness abounds. Yes, it's a cutesy game, but still 'street' in my book.

Right: This is one of the five new levels, and jolly nice it is too. Penguins, cards, fish – it's all here.

Gentlemen – the future of cute platform game enforcement.

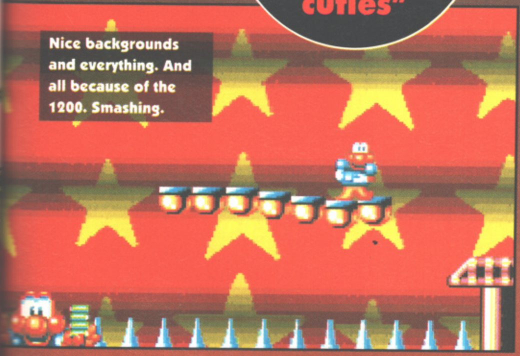
ROBOCOD

ENHANCED 1200 VERSION

Game: Robocod 1200
Publisher: Millennium
Authors: In house
Price: £24.99
Release: Out now

One of the more tragic omissions from the Amiga Power All-Time Top One Hundred this year was *Robocod*, and with the release of the 1200 version, now's a good time to put this right. The trouble is that this is yet another platform-console-cutie, and I'd place money on the fact that a fair amount of you are just a tad fed up with platform-console-cuties by now. I know we are. So how, then, am I to convince you that this is THE platform cutie to beat all platform cuties? This fact is made more clear in retrospect, because we've seen a lot since this was first released back in late 1991, and taking a fresh look at it we can see that it still has more playability than most of the rest of them put together.

> "This is THE platform cutie to beat all platform cuties"

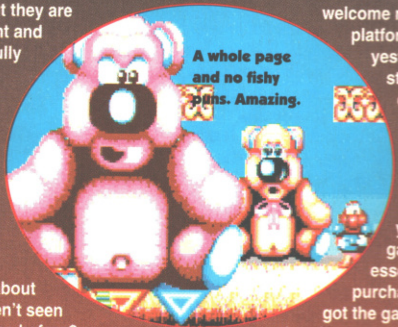


Nice backgrounds and everything. And all because of the 1200. Smashing.

But first some facts. It says something about *Robocod* that just playing it again re-vitalised my admiration for the game, but there's more to this than just a re-release. This is the enhanced 1200 version and Millennium have taken the opportunity to integrate some great new background graphics, some extra colours and five brand new levels. The enhancements aren't astounding, but they are an improvement and are very tastefully done. The five new levels are a genuine bonus too, but it's not enough to persuade an existing owner to part with a further £25.

But what about those who haven't seen this superb game before? Well, James Pond is a fishy super agent whose job in this adventure is to save the world from Doctor Maybe. The fiend is trying to ruin Christmas by destroying all the toy factories in the North Pole using penguin bombs.

There are over 50 stages of action in which our hero (Pond) has to collect all the explosive penguins before they cause disaster. You control James by zooming around the platform-orientated stages, bouncing on any baddies who impair your progress, and using the capabilities of your Expandosuit to stretch up to higher platforms. It's not only the number of levels which is impressive but also the variety – one minute you're doing *Sonic-The-Hedgehog*-style speed trips, the next you're avoiding giant teddy bears and (get this) flying playing cards. You simply aren't given the opportunity to get bored.

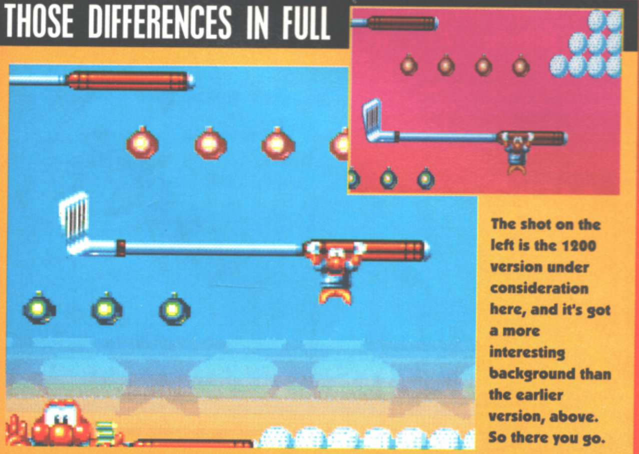


A whole page and no fishy puns. Amazing.

What we have here then is a welcome return of a great platform game of yesteryear which is still miles ahead of a lot of stuff around now. The enhancements work well, and if you haven't yet got the game, this is an essential 1200 purchase. If you *have* got the game, take care – there's not enough stuff you haven't already seen for you to spend out this amount of cash.

● *TIM TUCKER*

THOSE DIFFERENCES IN FULL



The shot on the left is the 1200 version under consideration here, and it's got a more interesting background than the earlier version, above. So there you go.

ON THE OTHER HAND

No, no, no. Sorry Tim, but in my book this is just as dull as the first version of *Robocod*, and that's pretty damn dull. It's big and sprawling, baddies are in short supply, and the control isn't all it should be either. I'd give this about half the mark Tim did.
STUART CAMPBELL

A1200

UPPERS A massive game with improved graphics and the ultimate in platform playability. It simply won't go out of date, and if you haven't got it you should be ashamed of yourself.

DOWNERS There's not enough here to persuade existing owners to fork out the extra dosh, I'm afraid.

THE BOTTOM LINE

Forget consoles. Armed with your Amiga and a copy of *Robocod* you've got the speed of *Sonic* and the depth of *Mario* at your fingertips, with the playability of both combined. A simply wonderful game.

84 PERCENT

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WWF WRESTLEMANIA

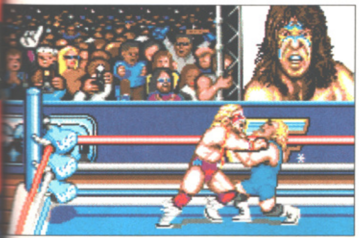
Publisher: Hit Squad
Authors: Ocean
Price: £9.99
Release: Out now

Depressingly enough, when this first came out as a full priced game, we slagged it off over a two-page review which you, the readers, completely ignored. You rushed out and spent your cash on an exceedingly poor game with a particularly shrewd and cynical marketing tie-in. Then, when *WWF European Rampage* came out, we did the same thing, and you did the same thing. Sigh.

Let's face it, regardless of what I say about this game, people are still going to buy this – simply because large men in tights grappling with each other is still a popular spectator sport. So here's what I'm going to do. Presented below are some opposing opinions, and all you have to do is pick the one you like the most. Then we'll all be happy.

Opinion A: Wow! No really, like, wow! You know when you're watching the WWF on TV or video, and you're thinking "Jeez, I wish I could do that, for surely this is the sport of kings, indeed the Olympian sport of the ancient Greek gods!" Well now [dramatic pause] YOU CAN! It's true, *WrestleMania's*™ less of a game and more like a virtual reality sports simulator, where you ACTUALLY ARE the Hulkster™, Ultimate Warrior™ or The British Bulldog™! It's not just LIKE being there, you genuinely ARE there! I now fully understand why pioneering research into transistors and microcircuitry was carried out in the 1960s – it was to put this game into your living room. WWF™ is the only TV show you never need to watch, and this is the only game you're ever going to need on your Amiga. Really.

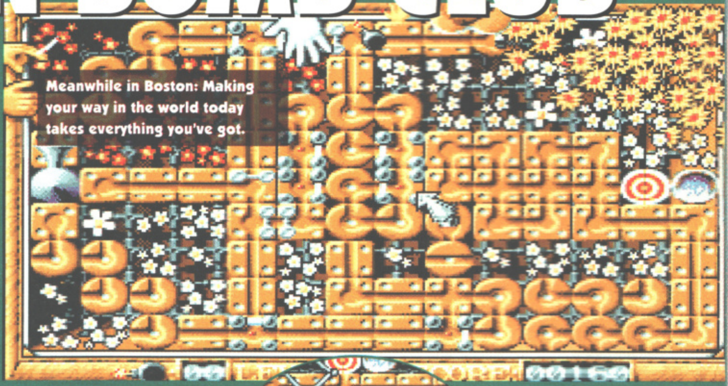
Opinion B: A stupid and pointless insult-swapping section precedes the



In my day, WWF stood for 'World Wildlife Fund' and had a nice picture of a panda.

BOSTON BOMB CLUB

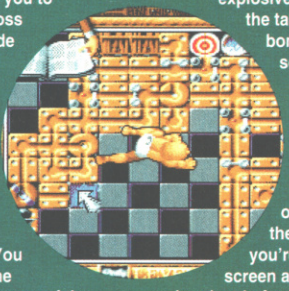
Publisher: Daze
Price: £9.99
Release: Out now



Meanwhile in Boston: Making your way in the world today takes everything you've got.

Before you play this game, try the following: take all your clothes off, put one red sock on your left foot, a cabbage on the other and a scuba diving mask on your face. Paint the word "Blibble" across your forehead, run along your street shouting "The Armenians are coming", then phone up a good friend and tell him his sheep are on fire. Finally, scream "Meep" at an old person repeatedly until they have to seek help from the police, and on the way to the station keep telling the officer that his name is Cuthbert and that he's got a fire engine in his ear.

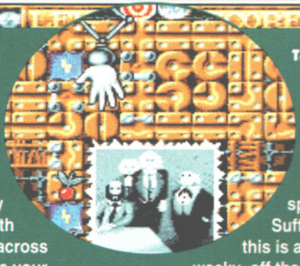
I bet you feel pretty silly, don't you? Well, let me tell you, you're still not even half as silly as *Boston Bomb Club*. What a seriously strange game. It's set in a gentleman's club in Boston, and requires you to transport bombs across tables, which are made up of ingenious devices put together by the mad scientists of the Boston Bomb Club. You have to manipulate the wheels, cogs and runways of the tables in order to get the bomb from its origin to a target, at which point it's extinguished by a bucket of water.



...sure could help a lot. You want to go where people know...

Now that's pretty strange, but what's even stranger is the odd things that go on during the game. Babies (yes, babies – I mean, what on earth are babies doing in a club in Boston? And why are they mucking about with explosives?) crawl across the table, remove your bombs and put them somewhere else. Old men lean over and change things that you've just moved, and jazz trumpeters (yes, *jazz* trumpeters) pop up from nowhere, obscuring vital parts of the table. At this point, you're staring blankly at the screen and vowing never to eat pizza just before you go to bed. No, never again.

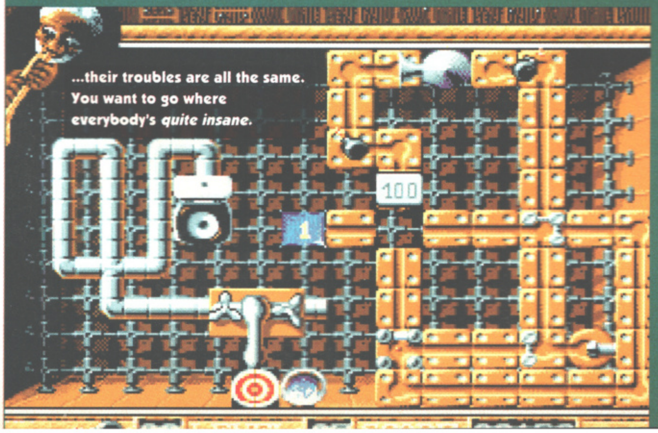
Other impediments include toilets, trampolines, matter transporters and... well, I can't go on, it'd spoil it for you. Suffice to say that this is a completely wacky, off the wall game with an imagination that's "somewhere over there".



Taking a break from all your worries...

But is it any good? Well it's a bit tough, I have to say. There are 30 levels, and on each level you're given a limited amount of bombs to guide to safety. You only have to get one bomb to the target, but if you don't do it in time it explodes, or drops into space. Add the extra hassle of having parts of the table obscured by the gentlemen of the club reading newspapers, and people altering your settings and it soon becomes a bit of a headache. But fun. Fun and strange. Yes.

● *TIM TUCKER*



...their troubles are all the same. You want to go where everybody's *quite insane*.

THE BOTTOM LINE

Although perhaps a little too hard, with a pretty severe learning curve, it keeps you playing because it's just so bizarre and entertaining. Also, you can start playing at the higher levels if you want, so even if you do find it difficult you'll get to see a good deal of the game. A welcome breath of fresh air for the puzzle genre, and absolutely screaming (in a silly accent) for you to spend ten quid on it.

86 PERCENT

match section, where you take on the likes of Sgt Slaughter™ and the Million Dollar Man™. Bizarrely, you can only play a two-player game in practice mode, and only one player can choose which character they want to be. In all fairness, the graphics are cute throughout the game, from the digitised intro scenes to the in-game jostling, but the gameplay's just incredibly lame. There's joystick waggling when you grapple, button pressing to get your player up, and about half a dozen fairly mundane moves thrown in as well. It's about as much fun as stepping on a broken bottle while barefoot-walking the streets. And equally as dumb.

● *MARK WINSTANLEY*

THE BOTTOM LINE

Opinion A: Buy it. A must. Five stars.
Opinion B: For such a limited game, you have to descend deep into disk swapping hell, and it just isn't worth the effort. The whole thing's a massive Dave Lee Travesty of a game and should resign immediately.

27 PERCENT

FINAL FIGHT

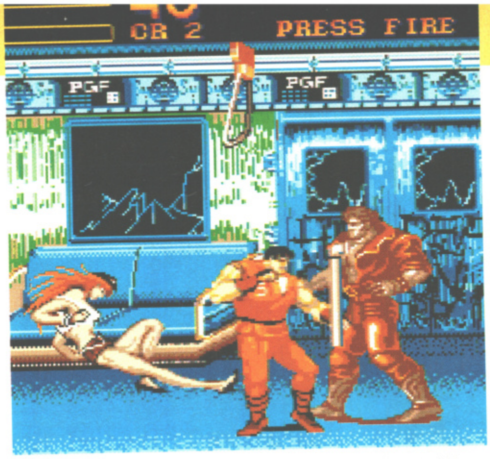
Publisher: Kixx
Price: £9.99
Release: Out now

"One day a rain's gonna come and wash these streets clean."
– Travis Bickle, in 'Taxi Driver'.

When I first bought my Amiga, back in 1987 or thereabouts, this was the kind of game that I dreamt of playing. I was anxious for the brutal justice of a beat-'em-up in which I take on the scum of the streets, venting a frustration directly related to the amount of sand kicked in my face as a youngster. *Final Fight* wasn't available then, but it does represent what would have easily been the state of the art at the time, and as such it has a certain nostalgic quality to it in my eyes.

And the nostalgia doesn't end there. There's a very '80s feel to the background scenario (Metro City is overrun by gang warfare and cyberpunk mutant criminals - anyone seen Escape From New York?) and the plot involves the new Mayor (and ex-champion street fighter) setting out to retrieve his daughter Jessica from a particularly nasty bunch of thugs known as Mad Gear – all very reminiscent of that decade which is about to be revived (if we are to believe recent press reports).

So it's a walking-along-and-beating-'em-up game in which you can choose one of three characters, each with different fighting abilities, to battle your way through the future-tech nightmare streets to rescue Jessica. There's also a two-player mode in which you and a friend can take on Metro City – or each other if you just feel like a quick friendly scrap.



The Mayor and some of his friends clean up Metro City. Would your local town councillors do this for you? It's worth asking.

What makes it good? Well the large, bold sprites and backgrounds, a tangible sense of atmosphere, an easy-to-use control system (there aren't many moves, but the ones there are work well), the context-sensitivity of your moves (when you're in close your attacks change to more suitable manoeuvres), and the above-average speed (although there is slowdown when the streets get busy). On the down-side, it's a little dated to be sure, and some juddery scrolling spoils the flow. It's also a little limited compared to the 20-plus

F–19 STEALTH FIGHTER

Publisher: Kixx XL
Price: £16.99
Release: Out now

Maps. Missiles. Switches. Radar. Warning lights. Swirling cups of coffee – but only pre-flight, of course. This is no Jumbo Jet. This is a sophisticated slab of military hardware, and you've got to fly it to foreign parts, drop bombs on people, and get back in time to receive the odd commendation or two. Another cup of coffee as well, if you're lucky.

Yes, *F-19 Stealth Fighter* is a flight sim, and you know what that means: hundreds of keys to press, and a manual the size of a Great Universal catalogue. But if it takes a young pilot years to learn the intricacies of the real thing, a good simulation isn't going to rely on a joystick and a fire button, now is it?

Here we see the Stealth pilot's special 'Stealth diary'.

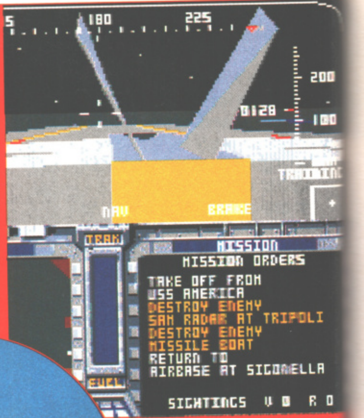
And a good sim this certainly is. There's great attention to detail – something always seems to be happening in your 'head-up display' (that window bit at the top of the screen), and some of those 3D solids on the ground almost – almost, I say – don't look like 3D solids. Graphics move relatively smoothly: in fact, skimming across the Mediterranean, with tiny pinpoints of foam passing beneath, is quite becalming. Soundwise, we're talking a few clunks, sirens and explosions over an ambience of chugging white noise (er, I mean the roar of the turbofans).

There was a keyboard overlay with the original, full price version, but you don't get that help here: this means you have to keep referring to the Technical Supplement sheet to discover what each key does. It's a slow and wearing process, and might drive you slightly crazy, but stick with it. The controls themselves are responsive without being over-sensitive: you won't roll or dive unless you really want to, and you can always hit 'Autopilot' if you get into trouble. Furthermore, the only way to learn how to fly, or more appropriately, how not to crash, is to follow the tutorial. Intuition won't get you anywhere.

There are plenty of missions to choose from, and pages and pages of flying tactics to soak up. So you can kill people in a number of countries and, what's more, do it stylishly. The tedious among you will love the lengthy specs of missiles and enemy aircraft, what their ranges are, and so on. There's a bomb for every job. Me, I pick one, see the enemy, press the fire button and gamble away...

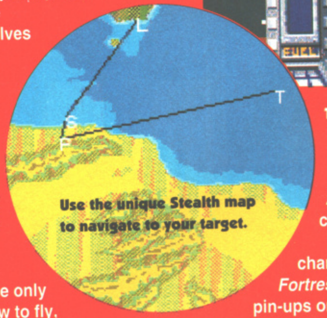
Oh, and about compatibility: this game will not run on an Amiga 600, as some operations must be performed with the keypad. Those of you who have the pariah machine can exchange your copy of *F-19* for *F-15 Strike Eagle* 2 when it appears in a couple of months. *F-19* doesn't have the character of *B-17 Flying Fortress* – there's no room for pin-ups on the cockpit of an aircraft not much deeper than a paper plate – but it's a lot cheaper. There's a wealth of detail here that will keep you occupied for ages. Personally, I'm sticking with my boomerang.

● *DAVE ROBINSON*

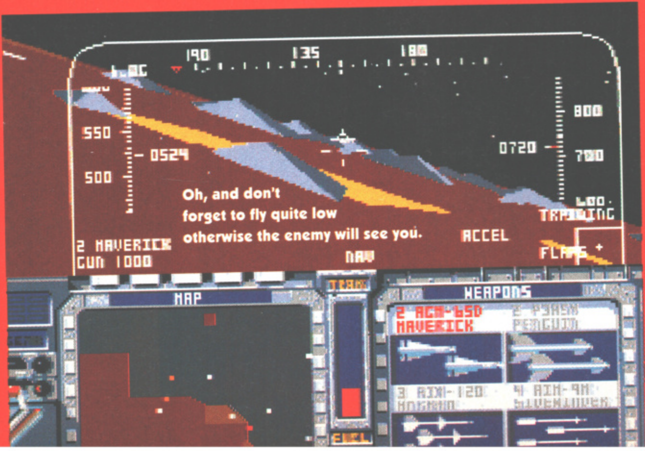


MISSION ORDERS
TAKE OFF FROM
USS AMERICA
DESTROY ENEMY
SAM RADAR AT TRIPOLI
DESTROY ENEMY
MISSILE BOAT
RETURN TO
AIRBASE AT SIGONELLA

Time to take off on your mission of stealthiness.



Use the unique Stealth map to navigate to your target.



Oh, and don't forget to fly quite low otherwise the enemy will see you.

THE BOTTOM LINE

A flight sim where you fly around and occasionally shoot things. But a playable one, if you have the perseverance: that absent keyboard template would have been useful to make learning the game a lot easier. That's the budget catch for you. And if you've got an A600, then you may as well not bother. Sorry.

76 PERCENT

moves you can access in something like *Body Blows* or *Street Fighter 2*.

But after all's said and done, this game has still got a lot to offer, and I'm glad that six years after my initial longing I've finally got round to cleaning up these foul streets. Hats off to Travis.

● ***TIM TUCKER***

THE BOTTOM LINE

The best walk-along beat-'em-up around, although it suffers in comparison to the classic one-on-ones – *Street Fighter 2* and *Body Blows*. Dated, but in a nice way, and still fun, so well worth the ten quid asking price if you ask me.

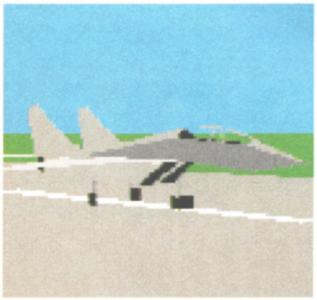
81 PERCENT

MIG – 29 FULCRUM

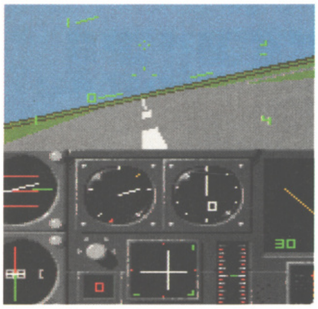
Publisher: The Hit Squad
Developer: The Kremlin
Price: £12.99
Release: Out now

MiG-29's problem, I feel, is that it simply hasn't got anything to offer. *F-15 Strike Eagle* gave us authenticity. *Knights Of The Sky* gave us wagonloads of World War 1 atmosphere. *Interceptor* gave us accessibility. *F-29 Retaliator* gave us really great futuristic missiles and huge explosions. *F-19 Stealth Fighter* gave us incredibly detailed graphics. And *Combat Air Patrol* gave us a flight sim that played more like a shoot-'em-up *(And a somewhat unrealistic release date. – Ed)*. So what does *MiG-29* give us?

Well, nothing, really – that's the point. It's got reasonably fast graphics, but



Fascinating flying fact: 'Fulcrum' is just the NATO nickname for the MiG-29.

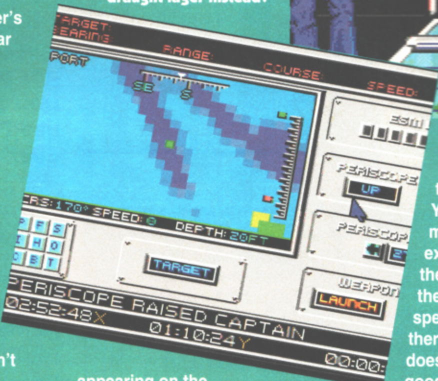


These nicknames always begin with an 'F' – so look out for the F-31 'Fieldmouse' soon.

688 ATTACK SUB

Game: 688 Attack Sub
Publisher: The Hit Squad
Price: £12.99
Release: Out now

"What's the score down there?" "Three-nil, Germany won. Still, why can't we send them down the draught lager instead?"



PERISCOPE RAISED CAPTAIN

A submarine commander's life, as any suitable war film will confirm, is perhaps the most exciting on (or under) the high seas. Crouched in front of the periscope, hands gripping the controls, teeth gritted, sweat pouring down his forehead, barking orders: "Port twenty degrees!" "(Port twenty degrees!)" "Fire torpedoes!" "(Fire torpedoes!)" "They've seen us! Dive! Dive! Dive!" etc.

A *688 Attack Sub* commander's life is rather different, however. In fact, he can't actually crouch in front of the periscope and shout "Port twenty degrees!" at all. Instead, having done a bit of crouching, he's got to leave the periscope screen, flip to the steering screen, move the rudder, wait till the sub's turned through 20° and centre the rudder again before returning to the periscope screen. Not nearly as much fun, I'm sure you'll agree.

ACTS AVAILABLE

"No reason at all, as far as I'm concerned."

And it's not even as if the periscope screen is particularly exciting. The view is titchy, with splotchy ships floating by and not a trace of the torpedoes you ought to be able to see streaking towards them. And the screen update is harrowingly slow – in one frame a battleship can be side-on in front of you, and in the next one head-on. (That's when there aren't all these weird coloured squares appearing on the screen, looking suspiciously like programming gaffes.) The only alternatives are various overhead-view map screens, and a sort of sonar terrain mapping device which is handy for zipping through the contours of the sea bottom Sean Connery-style. There are several other screens you've got to flip between to arm your weapons, listen to the radio, navigate and all that sort of beneath-the-waves stuff. But there isn't an awful lot on each screen, and it's hard to believe that the important bits of each couldn't have been combined into one central screen, making the action much more fluid.

That's not to say *688 Attack Sub* isn't accurate, though. It's an enormously comprehensive simulation that covers every aspect of submarines, right down to the thermal layers you cross in the water as you go up and down, and the blind spots in your sonar. You'll need to learn evasive manoeuvres you never knew existed if you're to make it through the ten missions intact. But you get the impression that *688 Attack Sub* spends so much time worrying about thermal layers and blind spots that it doesn't have much time left to have a good game with you.

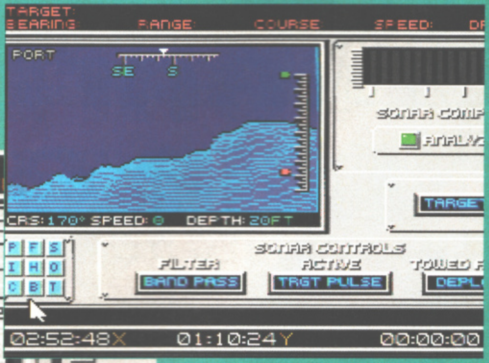
***688 Attack Sub* is for the man (or woman) who likes their submarine sim sophisticated, efficient, characterless and excitement-free. It's for the kind of person who'd choose a Nissan Micra over a 205 GTi. Me? I'd buy a Volkswagen Polo. Er, right.**

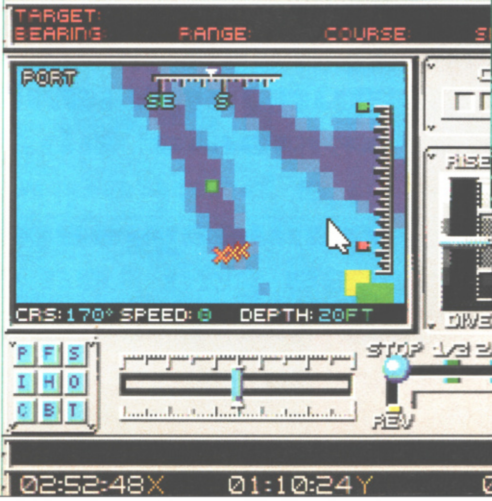
● ***JONATHAN DAVIES***

THE BOTTOM LINE

Loads for simulation buffs to get their teeth into, and as a straight strategy game it works just fine. But thrills and atmosphere are in short supply – you never get the feeling you're actually sitting at the helm of a submarine. *Silent Service 2* would be a much better alternative, but I don't think that's out on budget yet. Pity.

58 PERCENT





"Oh no, we've been rumbled – they know that all the sugar turns to alcohol in... *(Right, that's enough. No more gratuitous product placement in AP captions. – Ed)*

Oh. Well, suffice to say, this whole sequence was going to finish with a funny pun along the lines of "Serves them right for bringing on their sub". Chuckle.

there isn't an awful lot to them (just lots of squiggly lines and rectangles, with big spaces between them). It's not especially accessible – there are loads of keys to learn. It tries to create an air of Iron Curtain mystique by throwing lots of intro screens and backwards Rs at you, but once you're actually up in the air you might as well be flying a Boeing 737 for all the authentic flavour you get. There are only five missions to fly on, and they're swiftly completed, so it could hardly be called 'deep'. And there are achingly long waits between things actually happening. It's always boasted accuracy as its main selling point, but it didn't seem any more accurate than most other flight sims to me.

As a flight sim this is competent enough. The graphics, as I said, are fast enough and all the essentials are in there. But even I've got to draw the line somewhere, and *MiG-29* just seemed to lack sparkle. It bored me.

● ***JONATHAN DAVIES***

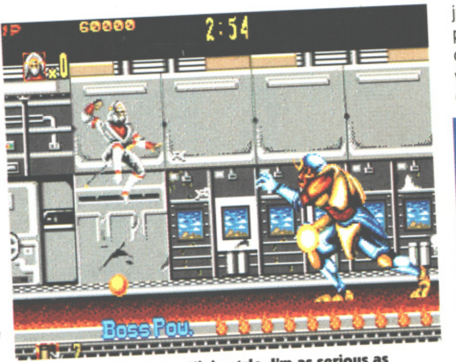
THE BOTTOM LINE

It's a solid enough simulation, and everything works okay. But there's nothing exciting about it at all. It'll always be referred to as *"MiG-29* – the flight sim that... er, that... er..."

60 PERCENT

SHADOW DANCER

Publisher: Kixx
Price: £9.99
Release: Out now



One man and his dog – Ninja-style. I'm as serious as cancer, when I say that 'Shadow' is a 'Dancer'.

Shadow Dancer is the story of Joe Mushashi (a Ninja) and his pet dog (a Ninja dog). The dog's important you see, because otherwise all that Joe has at his disposal is an unlimited supply of Shurikens (that's Ninja throwing stars) and a spot of Ninja magic. But by accessing a special move you can send the Ninja dog off to tackle an assailant, and while the guy is distracted, jump up and shoot him. It's very effective. The only down-side is that, if you leave it too long, the poor mutt ends up getting his head kicked in and running back to you with his tail between his legs, whimpering. And, weirdly, half his original size, which seems to indicate that the baddies have some sinister device which enables them to shrink domestic animals. The fiends.

The baddies in question are terrorists who, as well as diminishing the nation's household pets, are planting bombs all over the place. Your job is to kill all the terrorists and defuse the bombs, which is easily done by just walking over them. (I sincerely hope that real bomb disposal experts will get peeved about this, and claim that it's giving the impression that their job is not all it's cracked up to be. Bomb disposal men? Easy life.)

Anyway, it's rather good. It's admittedly dated, but no less compelling for that, and its 'gimmick', if you will, of having the dog run ahead and take on some baddies, works very well. The gameplay is limited in other respects (it's just a walk along beat-'em-up with some platforms), but there are enough challenges to keep it interesting. Certainly worth ten quid.

● ***TIM TUCKER***

THE BOTTOM LINE

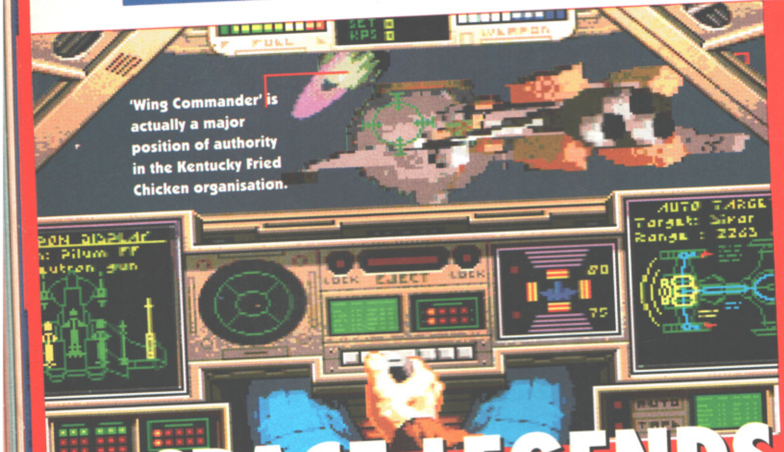
Nice little platform beat-'em-up, with some neat touches and addictive gameplay. Yes, it's a tad one-dimensional (or is that two-dimensional? Not completely three-dimensional anyway), but you'll enjoy it.

73 PERCENT

RICK DANGEROUS 2

Publisher: Kixx
Price: £9.99
Release: Out now

There are a few things which really annoy us (the most mightily fearsome beings ever to produce a computer magazine) here at AMIGA POWER. For example, sugar-free Tab Clear, that really annoys us. Can't see the point. Also, anyone calling us soft names, like Pookie or Pandles – that winds us up no end.



'Wing Commander' is actually a major position of authority in the Kentucky Fried Chicken organisation.

SPACE LEGENDS

Publisher: Empire
Authors: Lots of people
Price: £29.99
Release: Out now

Two things strike me as being particularly interesting about *Space Legends*. The first is that the manual is 214 pages long, covering the instructions for all three games in five European languages, and so far beyond a joke that I wasn't even able to manage a nervous yelp when I opened the box. And the second is that in the company of *Space Legends* I spent three of the most tedious evenings of my life *(What? – Incredulous Ed)*. I'm sorry, but I did, even though the constituents of the compilation are supposed to be three of the most absorbing and widely respected games in history.

Consider *Wing Commander*. (Okay, so that compilation review blueprint just won't lie down and die. But why fight it?) A more youthful game hath ne'er graced a compilation. Reviewed a matter of issues ago (in AP21, in fact), it picked up a startling 88%, and was described by ex-editor Mark Ramshaw as "a very swoony, smooth and pretty dream" (which I think means he liked it). But I just found the whole thing enormously boring. It probably doesn't help that, like the majority of AP readers, I've only got an A500, on which *Wing Commander* is virtually unplayable thanks to the horribly slow graphics.

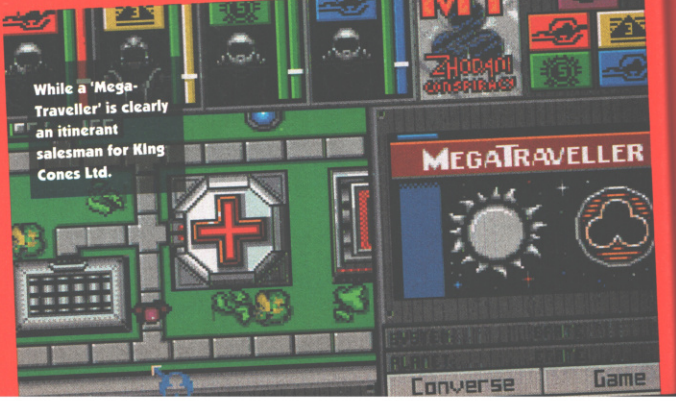
Conscientious as ever, though, I transferred operations to AMIGA POWER's A1200 and was completely blown away by the incredible 3D graphics. Gosh, I thought, as finely detailed spaceships spun around and zoomed in and out before my eyes. But I really didn't enjoy playing it all that much. It all seemed so simple and depth-free. I can almost hear the ghost of Mark calling to me now saying: "But what about the bits in-between the flying sequences, where you talk to people and follow the storyline?" I'm really not that much into all that stuff, though, and I'd much rather they'd concentrated more on beefing up the shooting side of things.

Still, I realise that I'm probably a voice alone in the wilderness here, and you'll most likely love *Wing Commander* (if you've got an A1200). That's one 'great' game so far, then.

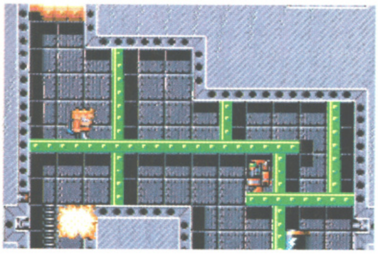
Megatraveller 1 places me in a similar quandary. It, too, did really well when first reviewed in AMIGA POWER (rather longer ago than *Wing Commander)*, and is supposed to be really deep and absorbing if you can spare the time to get into it. But, again, I really found myself struggling. In fact I can't even summon up the enthusiasm to crack the 'futuristic gypsy' joke I'd got planned.

It's an RPG, in which you've got a party of people to guide around a series of planets, exploring cities and hoping to complete a quest. There's loads to it, and plenty of shooting to balance out the strategy. But I just couldn't bring myself to like it. The diabolical graphics are probably largely to blame – they really make it hard to suspend one's disbelief – but I didn't enjoy the puzzle-solving much either. Even a real fan of the game would have to admit that it's the weak link in *Space Legends'* chain.

And then there's *Elite Plus*. I've never liked *Elite*. The flying-around-the-universe-trading-between-planets side of things is fine by me, as is the trying-to-build-up-your-spaceship-into-a-



While a 'Mega-Traveller' is clearly an itinerant salesman for King Cones Ltd.



Rick's life is certainly dangerous. But so is jogging on the motorway, and that's not much fun either.

And another thing which really annoys us is a platform game called *Rick* bloody *Dangerous* bloody *2*. Especially when it plays dirty tricks like having a supposedly helpful arrow point to a button (and up to this point in the game this has been a reliable indication of something useful), which upon pushing turns out to be booby trapped, killing you instantly by sending 1,000 volts up your bottom. "Ho ho ho," chortle the programmers, "you've been had." "So it would appear," you seethe back.

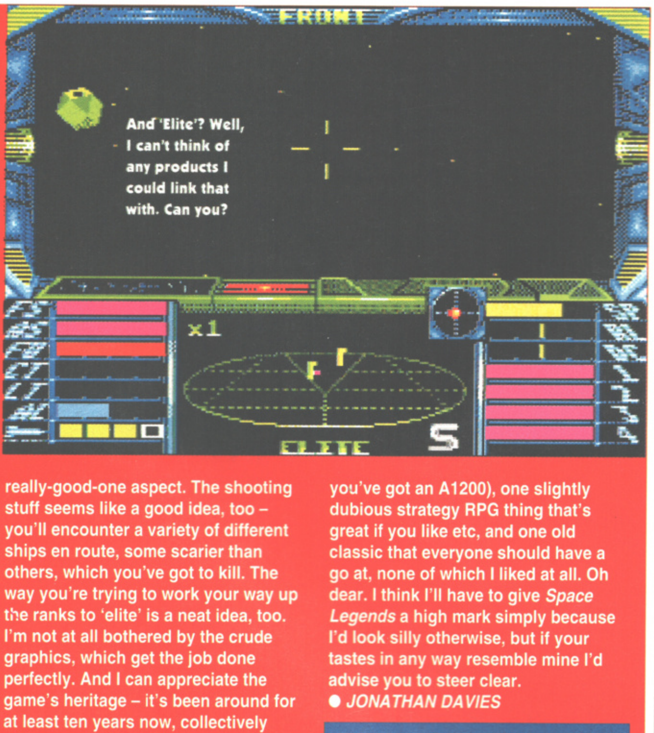
The problem with *Rick Dangerous 2* is that it's so unfair. You can be trotting along quite happily when suddenly, out of nowhere, with absolutely no prior warning, a laser bolt hits you. So you lose a life, and make a mental note that next time you pass that particular point you must avoid that laser bolt. And you get past that point, and you remember to avoid the laser bolt, and the next thing you know you've been hit by an electrical charge coming from nowhere. You lose another life, make another mental note and soldier on. After about half an hour of this you've made so many mental notes that your brain feels like a school rough book, and it begins to dawn on you that you're not actually enjoying yourself. As drunk people are wont to say to their mates when they're getting into a fight after the pubs have closed: leave it – it's not worth it.

● *TIM TUCKER*

THE BOTTOM LINE

It actually looks good, and there's a good variety of controls (including bomb dropping and laser bolt firing), but it's just so irritating. This is not the kind of gameplay that we like at AP – it's more a kind of memory test than a challenge. You should at least be able to see what's coming and be given a chance to avoid it, in our book. Leave well alone.

37 PERCENT



And 'Elite'? Well, I can't think of any products I could link that with. Can you?

really-good-one aspect. The shooting stuff seems like a good idea, too – you'll encounter a variety of different ships en route, some scarier than others, which you've got to kill. The way you're trying to work your way up the ranks to 'elite' is a neat idea, too. I'm not at all bothered by the crude graphics, which get the job done perfectly. And I can appreciate the game's heritage – it's been around for at least ten years now, collectively giving centuries of pleasure to players on all formats.

But it's always really, really annoyed me the way that, if you want to turn left a bit, you've got to roll your ship through 90°, pull back on the joystick, and then roll through 90° back again. That annoys me so much.

So, for recapitulation's sake, that's one exceptionally good game (if you've got an A1200), one slightly dubious strategy RPG thing that's great if you like etc, and one old classic that everyone should have a go at, none of which I liked at all. Oh dear. I think I'll have to give *Space Legends* a high mark simply because I'd look silly otherwise, but if your tastes in any way resemble mine I'd advise you to steer clear.

● *JONATHAN DAVIES*

THE BOTTOM LINE

All these games are theoretically very good indeed, and the compilation as a whole must consequently be considered top value. But I didn't like any of them very much. Oh crumbs. Look, just forget about me, okay?

79 PERCENT

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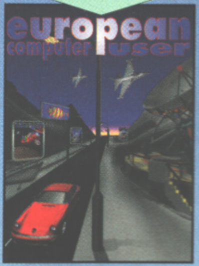

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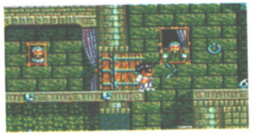
AMIGA POWER AUGUST 93

POINTS OF VIEW

Shock! Are AMIGA POWER going soft in their old age? Well, no. It's just been an astonishingly good month.

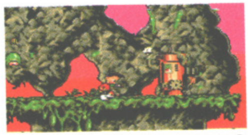
SYNDICATE

GUNSHIP 2000



YO! JOE!

WAR IN THE GULF



GLOBAL GLADIATORS

DUNE 2

	SYNDICATE	GUNSHIP 2000	YO! JOE!	WAR IN THE GULF	GLOBAL GLADIATORS	DUNE 2
STUART CAMPBELL	Pool your resources and buy it ★★★★★	Haven't played it	Yo! indeed ★★★★★	*Phwoar! In The Gulf*, more like ★★★★	Shame about the backdrops ★★★★	*Desert On Strike*, more like ★★★★★
MARK WINSTANLEY	Killing innocents is fun ★★★★★	Haven't played it – not! ★★★★★	Almost fantastic platformer ★★★★	Visit sunny Kuwait ★★★★★	Stop the destruction of the rainforests! ★★★	July and August 2, as well ★★★★★
TIM TUCKER	*Populous* with guns. Wahey! ★★★★★	*Desert Strike* in a helicopter *(What? – Ed)* ★★★★	I prefer thin Elvis ★★★★	Kept Mark quiet. Wahey! ★★★	*Global Hamburger Salesmen*, more like ★★★★	Haven't played it
DAVE GREEN	*3D Ant Attack* for the '90s ★★★★★	*Gunship 1993*, more like ★★★	*You Jump*, more like ★★★	*War In A Tank*, more like ★★★	Can I have fries with that? ★★★★★	Great fun for all man– (and girl-) childs ★★★★
JONATHAN DAVIES	Bit slow on the 500 ★★★★	Haven't played it	Yo? What kind of word is that? ★★★★	I'm Krazy about Kuwait ★★★★	Haven't played it	Spice is the variety of life ★★★★★
ASIL NADIR* *(HE WAS HERE A MINUTE AGO, HONEST...)	Not corrupt enough for my liking ★★★★	I'd donate more than £2000 to play this ★★★★	Haven't played it	A hit, if there's any justice ★★★★	Don't run away from this one ★★★★	The authors deserve a Knighthood ★★★★

NEXT MONTH

ON SALE 12TH AUGUST

TAKE YOUR PICK

Okay, here's just a few games that we reckon should be coming out next month: *Blob, International Golf, Sim Life,* and (naturally enough) *Hired Guns.* Now, release schedules being what they are, the only way you'll be able to find out if they actually do is buy our next issue and see if we've reviewed them. How's that sound?

the only way you'll be able to find out if they actually do is buy our next issue and see if we've reviewed them. How's that sound?

ROYAL STAMP OF SINCLAIR

Now hear this

Your Sinclair's final, ultimate and amazingly last issue, containing a bumper 68 pages of spectacular wonderfulness, goes on sale on Tuesday 3rd August. Go on, buy it. You owe it to your Speccy. Or something.

YOUR SINCLAIR

It's crap. In a funky skillo sort of way.

DO THE write THING

Here at AMIGA POWER, we read every letter that you send in. And sometimes they're so great we just have to print them. The very best ones we choose to reward, not just with fame, but also some sort of arbitrary prize-item. We're funny like that, see?

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

'CONSIDERED COINCIDENCES'

Dear AP,
I've worked it out – I know the solution to life, the universe and everything! Or, to be more specific, I know what's happening to the AP team. Every month I open up the new issue of AP and turn to 'Just Who Do We Think We Are?' to be greeted by a myriad of new faces. What's happening to the AP team? Just when I get used to one reviewer's style, they're off. Where are they all going? I refuse to believe that they all moved to different magazines. No, [DRAMATIC PAUSE] I know what's happening to them – I've connected a number of things which other people may have considered coincidences to arrive at the obvious conclusion. Firstly, who is the only member of the team (apart from JD, who doesn't count) that has been with the mag for all 27 issues? Secondly, why does said person nearly always appear in dark glasses with a fan hiding his face? Why is this person apparently so good at games? Yes, Stuart Campbell is a VAMPIRE! He's devoured the old AP team members, look out Mark and Tim, etc! I reckon the only reason JD hasn't been noshed is because he doesn't taste very nice.

I also wanted to say something to Tim (providing he still works on the mag by the time you get this) – Miami have as much chance of winning the Superbowl next year as Dallas have of not winning it.

I will not obey Authority!
The Scarlet Helmet, Derbyshire

Oh god. It's going to be one of those months, isn't it?

'I DON'T THINK SO!'

Dear AMIGA POWER,
Great mag! New Editor eh! A girlie eh! So who's idea was it to do the 'Cutesy-Wootsy Games' section in issue 26? Sounds as if Miss Editor's got you all under your thumb already. I mean, let's face it, it was a bit of a girlie idea. Oh, and another thing, what's with the dressing in black all the time, Miss Ed? Must be mourning the death of your hairstylist!

Seriously though, get well soon, and get back to what you do best, being the Ed (What does an editor do anyway?) of the all-conquering AMIGA POWER. On to another subject now. So Team 17 have decided to stop producing games for the A500 and concentrate on the 1200. Why? They say they've pushed the A500 technically as far as it will go, but I don't think so! They haven't taken the machine as far as it goes, they've taken their programmers to the limit of their skills. What am I going on about? Well, take *Superfrog*, a very good game, 50 frames per second, 32 colours on screen, fine. Haven't they seen *Lionheart* though? 50 frames per second, hundreds of on-screen colours, layers and layers of parallax in the background – now that's what I call taking the A500 to its limits.

Team 17 produce some excellent games and should think twice before abandoning the A500 in favour of the 1200 – after all, it's a poor workman who blames his tools.This isn't a biased opinion as I own a 1200 (do fellow owners realise their machine is only running at half its full speed? – try adding a little Fast RAM) and an excellent machine it is too.

Another thing, what did Dave Green think he was doing wearing a Mario T-Shirt within the pages of AMIGA POWER? If you want to play with toys all your life, Mr Green, then fine, but do it somewhere else. Finally, please don't do what CU Amiga have done and go all technical, I like you just the way you are.

Yours my 1200's better than your 500-ly,
Paul Horton, Stechford

Ah, well, y'see, what you didn't *spot was the subtle subversion Dave had perpetrated on his Mario shirt, hidden as it was by his other shirt. If only you knew...*

'HOPE YOU DON'T MIND'

Dear Ed,
Hello, I just thought I'd write in to ask some questions. Hope you don't mind. If you do then, er, then you mind, so you won't bother answering them. Or something. Oh well, here goes anyway.

I noticed that, compared to a year ago, the amount of new Amiga games has dropped considerably. This time last year, 20 new full price games were released every month, where as this year there were only 12. I know the recession's still

HIGH QUALITY GAMES winners

'A MOTHER FOR HER TODDLER'

Dear AP,
It's 3am, and after reading issue 26, I'm even more tired. Yep it's true, issue 26 is crap! Three-and-a-half quid down the drain again. The only decent bit was 'The Right Profile' of Linda, and all the rest was junk. For instance, what saddo would buy a game like *Woody's World,* apart from a mother for her toddler? And to get a game like *Beavers,* you'd have to be mad.

Let's face it, AMIGA POWER isn't the kind of mag you'd find lying around in a kindergarten, so why do you continue to review this junk month after month? Why not leave it to the cheapo mags? Now don't tell me that you've got to cater for all ages because no one's going to spend £3.50 on such a high-quality mag to see such low-quality games reviewed. Please don't hammer me with some cocky reply, it's just an opinion. Goodnight.

F M Regan, Somewhere

Oh dear oh dear, 'FM'. You ARE in a bad mood, aren't you? A lovely issue, our most beautiful cover ever, one of the best games of all time on the coverdisk, some pictures of Mark in a fluffy bunny-rabbit suit (er, yes) and you call it £3.50 wasted because you don't like two of the games we review? Jeez, get out in the sun for a bit, y'know?

But let's explain. AMIGA POWER's purpose in life is, according to our Publisher, "To provide clear buying recommendations" (as well as other stuff like making pots of money, obviously). To do that, we have to review games. That's our job. Now, if we review a game and then decide that it's crap (and we could hardly decide that it's crap BEFORE we review it, could we?), but then fail to put it in the magazine, not only have we wasted a couple of days' work, but we've failed in our duty to the readers, because the flipside of providing clear buying recommendations is providing clear NON-buying recommendations. That is, telling you what to avoid. Or maybe that's not what you mean – maybe what you're saying is that we shouldn't review cutesy platform games, in which case you're dafter than someone who hasn't got a proper first name (didn't we cover this before? NO MORE LETTERS FROM PEOPLE WITH NO NAMES). No Titus The Fox? *No* Trolls? *No* Zool? *No* Rodland? *No* Putty? *I don't think we'd sell many copies of that incarnation of AMIGA POWER, do you?*

'GAMES AND WASTE'

Dear Anybody,
I love my Amiga, and would only swap it for a Neo Geo with about 15 games (*You sap. Neo Geo games are really awful, all of 'em. – Ed),* and love AMIGA POWER, although it's hugely expensive over here (£4.60 IR) but could you please tell me why you review totally crap games and waste space that you could otherwise use for a good game or some cheats for good games. I'm referring to games such as *Crazy Cars 2* 20%, *4D Sports Driving* 37%, *Epic* 34% etc – I think you get the picture. My point is that no-one wants to hear about crap games, so why not just print reviews of games that only get over 40%? If you want to tell people what not to get, do it in the Bottom Line as you can use very little space to get the message across.

Yours sincerely, Chris Murphy, Co Cork, Eire

Oddly, Chris, you're in a very small minority here. Most of our readers would actually prefer to have reviews of crap games, because they're generally more fun to read. If we were going to banish a whole range of games on the strengths of their marks, the ones that'd go would be more likely to be the tedious, mediocre ones that score, say, between 40% and 60%. Ever tried writing a review for some horrible formula movie-licence platform game that you've seen a hundred times before? It's a bloody awful job sometimes, we can tell you.

Fact is, the basic premise of your argument is simply completely wrong – people DO want to hear about crap games, which is why Oh Dear... (a gratuitous put-the-boot-in column that we ran for our first year) is still the single most popular feature we've ever run, and why we flagged the fact that we had the worst game of all time reviewed on issue 26's cover. And also, what would we do in months when there weren't any really good games?

on, but surely the situation should be getting better, not worse? So what do you, the experts, think?

Also, I was surprised and shocked to see your readership figures drop so quickly. I hope you've got some plans to re-establish your readership figures as I'd hate to see AMIGA POWER go down.

Cheers, Cynda Williams, Camden

Hey, Cynda, did you know your name's an anagram of 'Candy Siam Will'? Er, anyway, after a couple of really shaky months, things do seem to be picking up again on the number-of-games front. There still aren't as many as there used to be, and I think that's probably due to people either concentrating more on, or moving completely to, the console market, but the Amiga is a very strong machine and we can't see things deteriorating any further for a good few years yet. Indeed, as the novelty-value glamour of the consoles begins to wear off, I think there could be a bit of a renaissance on the way. And, well, nudge nudge wink wink, a nod's as good as a wink to a blind horse etc, I wouldn't worry about our sales figures if I were you. Watch this space...

'COVERDISK BETTER THAN THE RELEASE'

Dear AMIGA POWER,

Your coverdisk 23 of *Body Blows* is fast and furious, so thanks to Team 17 for their efforts. Before *Body Blows*, I was depressed, constantly haunted by my friend's laughter after he'd played *Street Fighter 2* on the Amiga. Compared to his SNES version, it's all a bit duff, but your *Body Blows* coverdisk was a godsend, and it gave my Amiga the respect it deserves. The action and animation is completely up to speed, fast, fun and furious. *However...*

I was horribly disappointed by the actual release of the game. The movement of the characters is less fluid and the controls don't feel as crisp and accurate as the cover version, and the loss of speed is appalling. I hope this wasn't due to the background animation, as I'd have thought Team 17 would have focused more on the speed and responsiveness, rather than going for the "oh so lovely, but who really cares about it?" background animation.

A cover disk better than the release – what a shame.

David, California, CA 92110

DO THE write THING

'THE QUEEN MOTHER SWALLOWS'

Dear AP,

Linda Barker's seriously ill, but do we see anything in the news? Are the newspapers concerned? No! The Queen Mother swallows a fish-bone and we get three days of media panic. Does Britain really care more for some old German woman than it does for the talented, cheerful and all-round good-egg editor of Britain's best Amiga magazine? I don't think so, this is just another example of how out to lunch the media is as far as the reality of British life is concerned.

On a more serious note, I hope Linda's condition isn't too serious and I look forward to seeing the return of 'Britain's sunniest editor'. Get well soon Linda. *(And so says, well, pretty much everybody. Thanks from the bottom of our hearts to everyone who's sent cards and messages for the boss. We're pleased to*

PACKET OF BISCUITS winner

'THE CRACKERS HAD MESSED UP'

Dear AMIGA POWER,

I'm feeling a tad upset about the problem of piracy. I recently went to the Barras in Glasgow to get some new games. I know that there's no excuse for buying cracked games, but I needed some new ones fast and I'd got a real shortage of that valuable papery stuff. I bought six games totalling 25 quid. When I arrived home, I loaded up the first of the six, but it didn't work. So I loaded the second, then the third, fourth and fifth.

Aaaaarghhhh!!! None of them worked!! Now I was fuming with rage, for I'd just spent 22 quid on 15 blank disks. As a last resort I crossed my fingers and loaded the sixth game... Yippeee! It worked! Well, sort of. In fact, not really. The game was *Titus The Fox*, and on the fifth level the crackers had messed up the background and the baddies.

Right, I know I've gone on a bit but I've reached the point of my letter – PIRACY SUCKS! The lowdown scum of the Barras have, in a round-about way, nicked 25 pounds out of MY pocket. I'm really hacked off. I suppose you think that it serves me right, and I'd probably agree with you if I hadn't been ripped off so much.

I now wish that I'd spent my money on a proper game.

Yours set against piracy-type thingies, Mark Gentleman, Ayrshire

And let that be a lesson to all of you.

There are much cheaper magazines.

Some have posters. Or stickers.

Some review every game good, bad or average.

Some are easy to get hold of, any time: they never sell out.

Edge isn't like that.

To be honest, **Edge** isn't for everyone.

Edge: decide for yourself.

EDGE

Thursday 19 August 1993

DO THE write THING

report she's still continuing her Olympic-pace recovery, and should be back in the office before summer's out. – Ed)

Having just read Stuart's piece on how bad *International Rugby Challenge* is, I get the feeling that Linda may be glad that she's not reading this month's letters. Two months of complaints about the word 'crap' and ringbinders will pale into insignificance when the mailbag arrives, containing letters about the bad taste of the joke. It's okay, I'm not writing to complain about the bad taste. I am, however, concerned that you feel that "having electrodes attached to your genitals while being flogged senseless with a knotted rope" is so unenjoyable. Many media personalities, members of the legal profession and MPs can think of no better way to spend an evening. I feel you have been harsh with your views on this matter and should perhaps follow the old adage "Don't knock it till you've tried it".

Yours unfaithfully, Frank, Dundee

PS Only two police officers were found guilty of the Rodney King assault. One of the two that got off claimed that he was only standing on Mr King's head to prevent further damage from the nightsticks. American justice is twice as bad as *International Rugby Challenge.*

We stand corrected on the 'electrodes' issue, Frank. And as for the mailbag, the flood of complaining letters about the International Rugby Challenge *review is printed in its entirety below.*

'A MORE RESPONSIBLE STANCE'

Dear AP,

I enjoy reading your mag, but found a disturbing trend towards flippancy in the June 93 issue regarding the game *International Rugby Challenge*. Okay, I do like a joke, but even for you I think it's a below-the-belt sort of thing. What am I rabbiting about? The comparison between the war in Bosnia and the Somalian famine and a very poor computer game.

Maybe it's my age or profession (being over 30 and a nurse) but I fail to see what the humour is in deaths, disasters etc, and of the Rodney King incident being more bearable than playing a game. Surely attitudes like this have no place in our society today? As your mag seems to be aimed at the youth of today,

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AMIGA BEGINNERS BOOK winner

'STILL LACKED THE BETTER'

Dear AMIGA POWER,

Just thought I'd write to make a few points, one of which was that I was pleased to receive my copy of AP last Thursday. I was even more pleased to see a £5 voucher for HMV inside, but it's unfortunately no use to me because I live in the 'Great North' where there doesn't seem to be any HMV stores. Pity.

On to my main gripe – why are games rarely released at the time that the software publishers/games mags say they will be? There's nothing quite as irritating as searching day after day for a game you've read about, but can never find as it hasn't been released yet. Here are a few examples:

The best game I have is *Civilisation* from MicroProse. I bought an A1200 which improved the game considerably, but it still lacked the better graphics that are possible on the A1200. I read in your own hallowed pages that an enhanced version of *Civilisation* was to be released shortly, and that was months ago. I'm still waiting. I wrote to MicroProse for clarification, and their answer was vague to say the least – "later in the year," they said. I think that means "we haven't a clue, mate" but that's only my opinion.

Second example, when ads for *Desert Strike* appeared I thought "Oh no, another crap console conversion," but the reports in the Amiga press were so ecstatic that I was convinced how wonderful it was. In AP 23 you said it was coming out "Mid February," in AP 24 you reckoned it was "Early May" and I actually got a copy of this game mid April.

Finally, I want to moan about the promised enhanced versions of games for the A1200. At the beginning of the year there was talk of A1200-specific software, but to my knowledge, there's been very little coming out. I could understand this if the A1200 hadn't been successful, but I hear that it's been selling like hot cakes. So why are the software houses being so cautious over A1200 products?

Yours faithfully, Michael C Henderson, Blaydon-upon-Tyne

Dunno, really. The usual story in these situations is that they're waiting to see if the machine's going to be a success before committing themselves to it, but the A1200 is, as far as I know, shifting like the proverbial 'hot cakes' you mention. We reckon things should improve quite dramatically towards the end of this year, but then what do we know about anything?

I feel that you should adopt a more responsible stance.

How the computer game reviewed can be described as "worse than etc, etc" is utterly degrading, and no, I'm not related to anyone remotely connected to *Rugby Challenge*, but please don't let this happen again. It plainly isn't funny.

Yours seethingly, Miss K Williams, Merthyr Tydfil

Right. Serious reply time. We knew it was a bit close to the bone, and we're obviously sorry if we have offended you or any of our other readers. Still, yours was the only letter of complaint we received (compared to a surprising amount of positive feedback), so it would seem that most people took it as the (self-admittedly tasteless) joke it was intended as. It's never AP policy to upset our readers, and we're sorry, okay?

'MEDICINE RENDERS ME INSENSIBLE'

Dear Guys,

Having owned an Amiga for several years, I can't escape the fact that I haven't a clue how to turn it on. I've tried many things, but none have worked. Can you help?

On a more interesting matter, I noticed that in recent issues of AMIGA POWER, your reviewing style has changed quite considerably. My doctor says that this indicates that you are all obsessed with small, half-ape, half-child creatures. Your thoughts on this issue could help my recovery and re-emergence into the real world.

One last thing before my medicine renders me insensible for three hours. My sister, Jack, wants to know why Stuart Campbell has no chest hair in the recent picture on your letters page? Or nipples for that matter.

Forever dancing with your goldfish collection, Peter Haycock MP*, Surrey

**Allegedly – Ed.*

'HUGELY EROTIC'

Dear AMIGA POWER,

RE: Cute Games

Please tell me which institute you let Mark Winstanley out of, and don't you think the authorities will find out where he is after his recent articles in your magazine? I find both articles biased and twisted – it's painfully obvious that Mark only likes one type of game and is unwilling to give any other type of genre a chance. It's like giving a film reviewer who loves horror films 'Sommersby' to write about.

Another thing that I did find strange, and rather annoying was the fact that I found Mark Winstanley in a bunny rabbit suit hugely erotic. Please advise me.

Yours forever, James L Carter, Crawley

PS Any chance of Linda in the bunny suit?

Nurse!

'A SURPRISING DISCOVERY'

Dear AMIGA POWER,

A trip to my local computer games shop led me to a surprising discovery the other day – two games *(Super Strip Poker* and *Pin-Up Puzzler)* were openly on sale next to *The Chaos Engine*. I say surprising because neither piece of software has been reviewed by AP, despite increasing demand for the mag amongst more mature, single Amiga owners. I, of course, instantly purchased both items (luckily my gran owns the shop so I didn't feel embarrassed) and I took them home to my bedroom. Let's just say that I got full value from the products and I'm glad that I bought the pair which, at ten quid each, still came in at under the cost of a full priced game and were a lot more fun.

So why do you, when you occasionally deign to review 'explicit' software, always slag it off, often implying that magazines are far cheaper and slightly less sad? Perhaps, but that isn't the point. *Strip Poker* isn't just a digitised card game, and unless you enter fully into the spirit of the thing and fully appreciate the interactive elements, then how can you know whether a product is good or not?

Yours insincerely, Carl Franklin, Redhill

What, you're not embarrassed buying porn software from your granny? You sicko!

'GUN-TOTING NAZIS'

Dear AP,

I'd just turned on my PC and was about to load *Wolfenstein 3D,* when I thought of something more worthwhile to do, as wasting gun-toting Nazis has its appeal, but it does tend to get boring eventually, so I thought about writing to you lot. I could have done a letter saying how unbelievably good your mag is, but you get enough of those anyway, so I found the latest copy of AP and flicked through it in search of something to rant about.

Let's see, hmm, a whingeing letter about software prices? Or perhaps plug Special Reserve for a paragraph or two? Perhaps a letter slagging you for putting *Sensible Soccer* at the top of your Top 100? Or a load of crap (might as well make use of the only remotely bad word you're allowed to print) about the Consoles vs Computers debate? Possibly... aha, I've got it, I'll write about Digitiser, which, for all those who don't have a clue what I'm talking about, is the Channel 4 teletext computer mag.

Anyway, it you think I'm deranged then you haven't read about Duncan (a group of PRAWNS sharing ONE MIND?) and there's also the Digitiser LEOPARD. How about the MAN with a LONG CHIN? Who are these people? Ah well, there's always the great and wonderful AP to turn to for a source of sanity. Oops, AP's about as sane as an Elderberry bush full of Kippers. By the way, 'Just Who Do We Think We Are' and 'The Right Profile' are absolutely ace. Keep up the good work.

Yours demanding-most-viciously-that-you-print-this, Robert W, Glasgow

I'm sorry Robert, we haven't got a clue what you're talking about. ●

DO THE write THING

AMIGA POWER

COMPO WINNERS

Issue 25, eh? It may have been just three months ago, the mere blinking of an eye in the cosmic history of time, but that's still a long time to hang around if you can't wait to find out if you've won anything in one of our funtastic AMIGA POWER compos. So, enough of my yakkin' – let's get this show on the road!

MORE LEMMINGS 2 MERCHANDISE THAN YOU CAN SHAKE THE OFFICIAL LEMMINGS 2 SHAKING STICK AT

For ingeniously coming up with the ten funniest *Lemmings* limericks we'd ever heard, these budding poets each receive a *Lemmings* mug, a *Lemmings* T-shirt, 12 enamel *Lemmings* badges, a complete set of cardboard *Lemmings* cut-outs, *Lemmings* posters and a copy of the *Lemmings* – The Record, which has mysteriously yet to make any impact on the pop charts. Oh, and they also get *Lemmings 2,* which is apparently some sort of computer game. Take it away, bards!

When the lemmings were building the ark-a,
One had a magnificent parka,
But when he gave a cough,
It simply fell off,
And he turned out to be Linda Barker!
Oliver Mitchell, Bournemouth

A lemming would make a great pet,
No walkies, or litter, or sweat,
But this jumping from high,
And desire to die,
Could mean lots of bills at the vet.
Ian Campbell, Ware, Herts

There once was a walker called Fred,
Who liked to play lemmings in bed,
His mum soon found out,
And gave him a clout,
So he committed suicide instead.
James Young, Cardiff

Once there were things called lemmings,
These are very, very small to your eyes,
All they say is "let's go" and "oh no!",
You can't tell them apart on the game,
Until you've clicked on them, then you can tell them apart.
Mark Beharrell, Essex

There once was a lemming called Jacquie,
Whose big rubber-duck is quite wacky,
She goes to the pub,
To listen to Ambient Dub,
Er... and her teeth are quite plaquey?
Matthew Sayle, Biddulph Park, Staffordshire

There was a Scots lemming named Andy,
Who went to a bar for a shandy,
He lifted his kilt,
To see what he'd spilt,
And the barmaid said "Blimey, that's handy!"
Colin Roddie and Graeme McDonald, Glasgow

There once was a lemming who was wrong,
He once messed around with a bomb,
He then lit a match,
And tried to play catch,
And ended up losing his thumb,
(As well as many major organs).
Ben Hallowen, Taunton

There was a young lemming called Jack,
Who scored with a bird in a haystack,
He thought it was love,
But she gave him the shove,
So he knacked her with a pick-axe.
Glen Farrell, Bolton

A limerick about lemmings, I thought,
You must all be busy, so I'll make it short.
Phil Cook, Nottingham

There was a young lemming from Leamington,
Who shaved himself with a Remington,
He cut himself shaving,
And went out a-raving,
Without the merchandise, which he gave to me.
James Lemmell, Leicester.

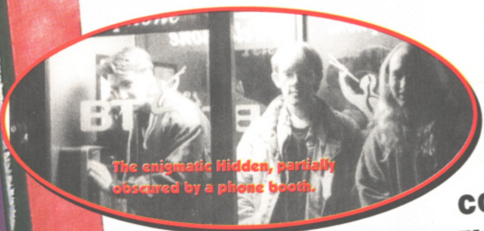
IT'S LIFE, GYM – BUT NOT AS WE KNOW IT

No limericks, here, I'm afraid. But the answers were: 1. The 'Premier Manager' on the box of Gremlin's *Premier Manager* is George Graham. 2. The football team with 'J' in their name is St Johnstone. 3. Reg Holdsworth manages Bettabuy Supermarket *(In Coronation Street. – Ed).* 4. Arnold Schwarzenegger. And the winner of the copy of *Premier Manager* (oh, and the £400 fully-featured York 3001 multi-gym) is (ta-da-daa!): **Mark Parfitt,** who's from **Bristol.**

While the runners-up, who also get a copy of *Premier Manager,* are:

Wayne Britton, Middlesborough
N T Pinkney, Co Durham
David Rushen , Bicester
Andy McKinney, Bournemouth
T Hamid, Manchester
Iain Rigby, Brighton
Colin McBurnie, Dewsbury
Kevin Finn, Sale, Cheshire
D Norton, Haverhill, Suffolk
Jo McKinney, Southbourne.

DIARY OF A GAME...AN



The enigmatic Hidden, partially obscured by a phone booth.

SPODLAND by The Hidden

Many moons ago, AP had a design-a-game competition. The winner was *Spodland*, a game about, er, spitting. The Hidden's Craig Howard picks up the tale.

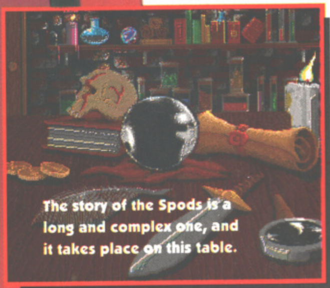
1993 MAY Friday 7

Today I met Paul Douglas. "And who is he?" I hear you ask in the booming (but friendly) collective voice of thousands of AP readers worldwide. Well, Paul's probably going to be a new member of The Hidden, due to the fact that he can code, has the right attitude and likes his beer. While indulging in the latter *(Remember kids, beer isn't big or hard or clever. Ever. – Ed)*, we designed an initial spec for a rather stunning new game. Well, I say it's stunning but when you're as 'tired' as were even Kris Kross sound passable.

1993 MAY Wednesday 12

Had to press-gang some people into playtesting our duck-based platformer *Donk*. There's now an AGA-enhanced version with an extra layer of parallax scrolling in the background – yeah, we know, it's hardly the most original thing to do with the AGA chip-set, but we're very low on disk-space *and* our AGA version is on the same disk as the normal Amiga one (bargain!).

After several hours of playtesting, several bugs were discovered, much to Will the programmer's delight. Playtesting of a product is sooo important, which is probably the reason why we've playtested *Donk* from the earliest playable version (around last October) – the amount that the product has changed is rather phenomenal, mainly due to the response of the playtesters.



The story of the Spods is a long and complex one, and it takes place on this table.

1993 MAY Monday 17

Had a bit of time off from *Donk* to try and get someone to make the funny little Plasticine™ Spods to video and digitise for *Spodland*. After much phoning around to all of my 'arty farty' friends I still couldn't find anyone willing to sculpt the cute gob-shooters but, just when all seemed completely lost, Simon stirred from his corner, and said:

"You know Gemma, my girlfriend?"

"Yup," I replied.

"She'll make the Spods." A chorus of bells rang a joyous melody in my head. "But not for a while yet because she's got her finals and she's got no time." And the bells crashed back down to the ground.

1993 MAY Thursday 20

Will finished bug hunting through *Donk*, and I managed to get him to do a bit more programming for *Spodland*. He set up the screen to handle 64-colour extra-half-bright mode and put in the joystick routine. Whoo!

1993 MAY Tuesday 25

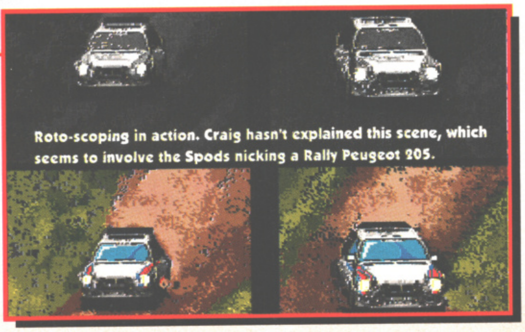
After some thought about linking together the different game ideas, I decided that playing through all the various stages of *Spodland* should be sort of like reading a story. The tale will be told by a kindly old wizard, sitting at his ancient and magical desk. The story text will be displayed at the bottom of the screen while the pictures will appear in a mysterious crystal ball in the middle.

1993 MAY Thursday 27

The picture is drawn and looks quite nice, but I've decided that I want the wizard's hands to be shown occasionally. Probably the best way to do this would be to 'roto-scope' some real hands. Roto-scoping (as used in games like *Flashback* and *Prince Of Persia)* involves drawing around digitised pictures of actual video footage, and is a nice and simple way of doing realistic animations quickly. Now I have to admit that I'm a bit of a traditionalist when it comes to drawing – I usually sketch out the composition on paper and then draw it up on the computer afterwards – so I really consider this roto-scoping as being almost tantamount to 'cheating'.

1993 MAY Monday 31

Had a really good time as I danced my nut off at Dance Paradise *(Which is presumably some sort of young people's night-club that Craig frequents. – Ed)*. The main hard-core room was as boring as ever (with the exception of The Prodigy who played an absolutely storming live PA). However, the 'progressive' music downstairs was really great, especially the live bongo playing. Great! Until next month, this is Craig saying 'B... B.... Byeeee!'



Roto-scoping in action. Craig hasn't explained this scene, which seems to involve the Spods nicking a Rally Peugeot 205.

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.AND ANOTHER GAME

CANNON FODDER by Sensible Software

We all love *Sensible Soccer.* But it's a shame there aren't any guns in it. Jools Sensible explains how he set about rectifying matters.

The Sensible lads – as they looked a while ago.

I should really start off by introducing myself and the rest of the Sensible software team who are all sitting on the hot coals of controversy by having anything to do with *Cannon Fodder.* I'm Jools – programmer, co-designer, ectomorph and proud. The guy responsible for the luscious graphics is called Stoo (short for Stoopid I think) – he's a seriously talented artist who's going to aspire to the likes of Malone, Dok and Dali in the near future. On atmospheric sound and groovy-moody music is the far out funster responsible for magical tunes published on all Sensible and Renegade games – Mister Richard Joseph. Which just leaves Jon Hare and Chris Yates, two guys who need no introduction *(So they're not getting one. – Ed).*

So, you want to know about *Cannon Fodder* then? Excuse me while I get into my Tardis to take you back to the beginning. Hmmm... the Tardis, that sounds like a good *Cannon Fodder* analogy – let me explain: something which looks natural from the outside; appealing in its function; obvious and simple to use. Yet on the inside its enormous size can be realised along with its potential to carry out seriously complicated calculations and tasks.

What we wanted was a game with a simple and clear control method, with which the player would control a little army of soldiers in a manner that would be natural, direct and responsive. That was pretty much where I started, with a group of cute little guys running around the screen. A click with the left mouse button would tell them to move towards the mouse pointer and the right button would make them shoot at it. Then a scenario was required. We chose a whole range of background styles, a few of which you'll be able to see dotted around this very page.

It was at about this stage that I got the idea on how to create (teasing drum roll please) *total* interaction between the sprites and the background. The men would swim in water, climb over obstacles, fall off cliff edges, walk slowly and laboriously up slopes yet be able to run down them. All on a pixel-perfect scale, unlike so many games which deal with background objects (water, cliffs etc) by not letting the character near them.

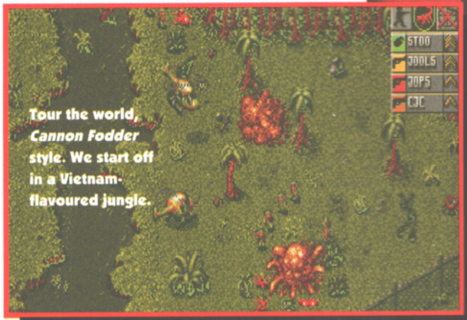
We spent the next few weeks putting together a map editor – a tool for constructing each of the missions. And then we implemented the icon control system. This is used for weapon selection and group control, which is the first big topic I'll tackle here. Say for example you have spotted an enemy base consisting of a barracks and soldiers posted as look-outs. Now, you may want to just charge in under a hail of bullets and blow up everything in sight. Alternatively you can use the icon panel to separate some men from your main group into a new group, give them a movement path by plotting points on the map (in the general direction of the enemy sentries, say) then leave them to it by re-taking control of the main group.

You can now go into the enemy base and blow up the barracks with what's left of the original group, and all the while the other team you sent in are automatically taking out the bad guys. Up to three groups of your own men can be active at the same time – you control one and the computer helps you by looking after the others. This means you can do all kinds of things like set up ambushes, guard enemy holes or just leave men in safe areas.

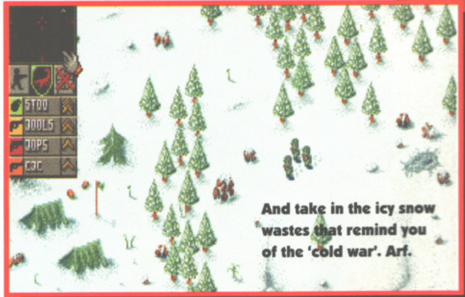
You can also select the weapons you want to use by clicking on their respective icons. You can always shoot your guns (unless your men are inside a vehicle or swimming) but you also have a limited amount of grenades and bazooka shells. Plus, if you have control of a vehicle it may well have weapons like rockets or homing missiles – all of which are at your disposal.

The only other thing I should perhaps mention now is the fast smooth scroll – there's no chuggy, jerky moving around here! Yeah, and the atmospheric sound effects where events in the distance are quieter than those up close – lovely.

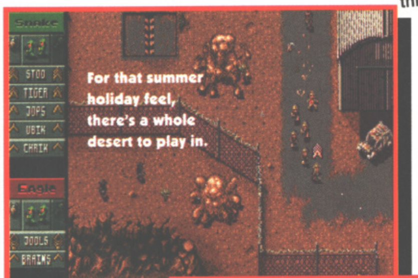
Next month I'll tell you all about the front end – that's the graphic screens and menu-sort-of-things bolted onto the main bit of the game. Oh and the vehicles, I'll tell you all about the amazing vehicles, the ones you can make your men jump into and drive or fly around. Excited? I hope so. Bye for now.



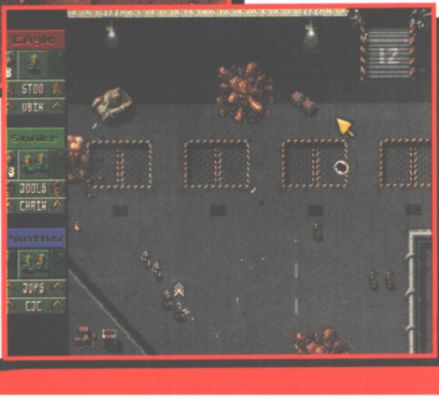
Tour the world, *Cannon Fodder* style. We start off in a Vietnam-flavoured jungle.



And take in the icy snow wastes that remind you of the 'cold war'. Arf.



For that summer holiday feel, there's a whole desert to play in.



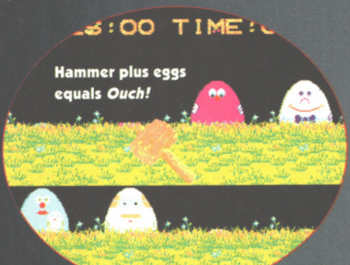
And, to top it all off nicely, the obligatory underground enemy base, with the usual sprinkling of lethal futuristic weapons. Yeah.

PD

What the? No *Tetris* clones? Not a whiff of a *Shoot-'Em-Up Construction Kit* game? This can't be the PD page, surely? You bet your cotton socks it is. And Dave Golder's here to prove it. Not with logic. Not with philosophy. But with funny little game reviews. Yeah.

OUCH!

ASA Games disk 46
Vally PD
A1200 compatible



Hammer plus eggs equals *Ouch!*

What would you think if I said Bonk The Gonk? No, it's not Linda's latest favourite band or something Mark likes to do at the weekends. It's a non-video arcade game where you hit sickeningly cute things on the head with a hammer when they stick their heads out. And *Ouch!* is the Amiga version you've all been waiting for.

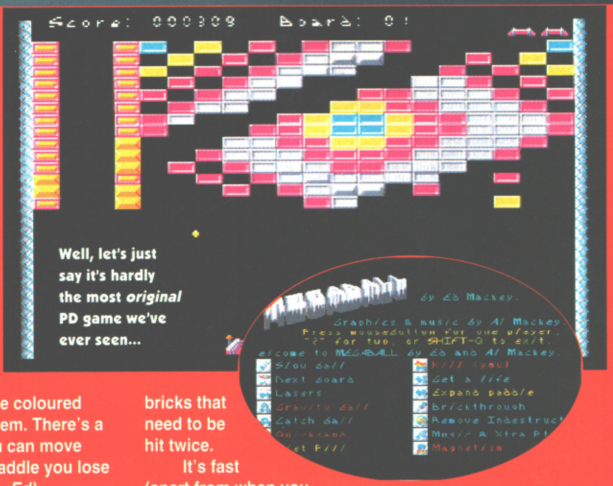
In this case the cute things are eggs (obviously hard-boiled), and you control the hammer with your mouse. Each round has a time limit within which you have to hit as many of them as possible. The further you progress the more frantic it becomes and that's about your lot.

Whereas the arcade game was great for those of a violent disposition, this is just far too twee. If only the graphics had been more bloody and the sound effects more horrific, this might have had more appeal. As it is, it's for young kids only.

VERDICT: Needs more violence and more variety – the bonus levels are the same as the normal ones!
RATING: ★★

MEGABALL

Beat Disk 12
Shareware
A500 only



Well, let's just say it's hardly the most *original* PD game we've ever seen...

Typical. *Megaball* is one of the best PD games I've seen for months and it only works on the A500. No amount of fiddling with boot options on my mighty A1200 could get this one running. It's enough to make a grown man cry (well, maybe not – curse under his breath, maybe).

Basically it's a spruced-up *Arkanoid*, which in turn was a spruced-up *Breakout*, which in turn was a spruced up... er... squash-type thing. You have to destroy all the coloured bricks on each level by bouncing a ball off them. There's a paddle at the bottom of the screen which you can move from side-to-side; if the ball falls below the paddle you lose a life *(Yes, thank-you Dave. We get the idea. – Ed).*

Well that's yer basic, run-of-the-mill *Breakout*, anyway. But *Megaball* has got more little extras than The Wizard of Oz. There are pick-ups that fall your way when you hit certain bricks – these do all sorts of wonderful things, such as making your paddle twice as wide, magnetising it or giving it fire power. Other bricks will drop bombs at you, which you need to avoid. There are also invisible bricks and bricks that need to be hit twice.

It's fast (apart from when you get the slow ball pick-up), looks gorgeous and even sounds great. It's about as addictive as pickled socks aren't and badly deserves an update so it'll run on the A1200. Okay?

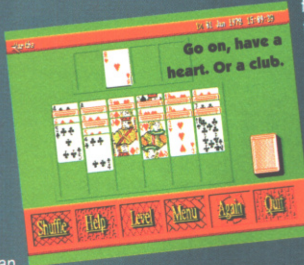
VERDICT: If you've got an A500, get this game and gloat about it to all those smug A1200 owners.
RATING: ★★★★★

SOLITAIRE SAMPLER

Pathfinder PD
A1200 compatible

Card games on computer might seem a little pointless, but solitaire games are oddly suited to the digital format. At the very least it means you don't have to go to all the bother of shuffling.

This is a collection of five solitaire games, none of which are quite like any I've encountered, I must admit. (Where's Clock Patience? I always loved that.) But here's what they are, just in case the names do mean something to you: Carlton, Martha, Pas Seul, Slider and Poker Squares. Slider is the only one that strays to any great extent from the good old 'black-queen-on-red-king' format – you slide the cards around until they form four rows of the same suits.



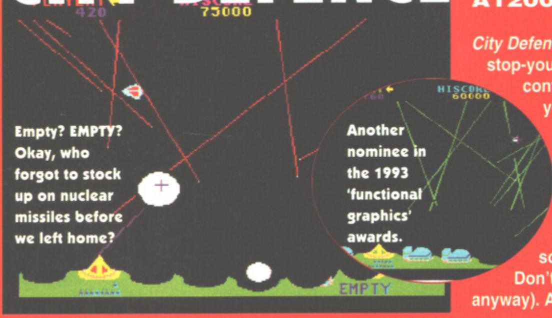
Go on, have a heart. Or a club.

It's a very polished package, with comprehensive instructions (in a PD game? That'll never do), a decent selection of options and functional, if hardly stunning, graphics. It's probably best suited to hard disk owners who can install it and then load it up for a quick game when they they should be doing something much more boring instead.

VERDICT: Five card games that, er, work.
RATING: ★★★

CITY DEFENCE

ASA Games disk 46
Vally PD
A1200 compatible



Empty? EMPTY? Okay, who forgot to stock up on nuclear missiles before we left home?

Another nominee in the 1993 'functional graphics' awards.

City Defence is not so much a shoot-'em-up as a stop-yourself-getting-shot-'em-up. It's a mouse controlled game in which you have to protect your city from extra-terrestrial aerial attack, and, as such, bears more than a passing resemblance to that old Atari arcade favourite, *Missile Command*. And it's always nice to see PD not afraid to get unfashionably nostalgic.

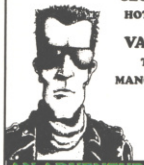
Your defences are installed, for some reason, in a bright yellow pyramid. Don't knock it – it works (well, for a few levels anyway). As missiles fall on your city all you have to do is position the cursor and click on the mouse to launch your own interceptor missiles. These are mightily powerful weapons; when they explode they take everything within a good few miles radius with them. You get extra points for destroying the alien ships, but it's best to concentrate on not letting their missiles destroy your buildings.

It's a fast and furious game that gets its hooks straight away, but it gets too hard too quickly. By Round Four the missiles are falling like hailstones. And the primitive graphics do it no favours.

VERDICT: Well, it makes a change to see the aliens getting the upper hand. A good basis for a game *(Yeah: it's technically a 'classic'. – Ed)*, but it hasn't been implemented particularly well this time.
RATING: ★★★

Contacts: Beat Disks, The Beats Brothers, 6 Browning Close, Pennington, Lymington, Hampshire SO41 8GX ● Pathfinder PD, 41 Marion Street, Bingley, West Yorks BD16 4NQ ● Vally PD, PO Box 15, Peterlee, Co Durham SR8 1NZ.

BERTRAM



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THE BOTTOM LINE

Here we take old game reviews, shrink them to a few key sentences, put them in alphabetical order, and re-assemble them into a handy at-a-glance guide. The blue ones are new ones, and reds are recommendeds. Any questions?

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster ● LB – Linda Barker LE – Les Ellis ● MB – Matt Bielby ● MR – Mark Ramshaw ● MS – Matthew Squires ● MW – Mark Winstanley ● NW – Neil West RL – Richard Longhurst ● RP – Rich Pelley ● RR – Ronnie Randall ● SC – Stuart Campbell ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99

AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise a bit dull from a visual action point of view. ★★★

3D CONSTRUCTION KIT 2
Domark £49.99

AP21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

ABANDONED PLACES 2
ICE £34.99

AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN
Ocean £34.99

AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day. ★★★★

AIR BUCKS
Impressions £29.99
AP17 70% MR
Fighting for supremacy of the skies can be a messy business, especially when it's peacetime and you run a commercial airline. This is an intriguing and engrossing business sim for budding Richard Bransons, but you need to make too many allowances for sloppy programming for it to be 'fun'. ★★★

AIR SUPPORT
Psygnosis £25.99
AP19 55% RL
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game *and* as a 3D blaster. It's a nice idea to combine two genres but it falls short when all the good bits are missed out. It's a sad, bad game, which is a pity. ★★★

ALIEN^3
Acclaim £25.99

AP22 85% GP Top 100 No.38
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. ★★★★

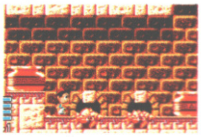
THE ANCIENT ART OF WAR IN THE SKIES
Microprose £34.99

AP27 65% MW
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

AQUATIC GAMES
Millennium £25.99

AP19 60% SC
James Pond's latest adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. It does look very cute but we think we'll wait for *James Pond*^{3}. ★★★

ARABIAN NIGHTS
Mirage £34.99

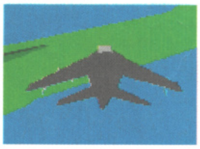


AP25 83% LB
I know what you're thinking, punk – "Oh no, not *another* cute platform game". Up to a point, you'd be right – *Arabian Nights* has all the hallmarks of a good old scrolling romparound, *plus* cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun. ★★★★★

ASSASSIN
Team 17 £25.99

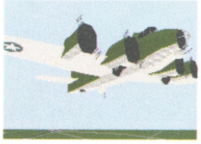
AP19 89% MS
Overall a great game. Nothing really to drag it down except perhaps a lack of originality. It looks great, it's chock-full of features and entertaining baddies and it's fairly simple to control. This is how most arcade conversions should look, but don't. ★★★★

AV-8B HARRIER
Domark £39.99



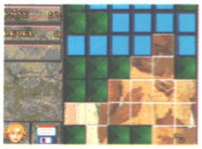
AP22 47% JD
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. It's still dull on the A1200, with uninspired graphics and very little entertainment value. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about. ★★ (★★★ for A1200)

B17 FLYING FORTRESS
Microprose £39.99



AP25 83% TT
Remember the film Memphis Belle? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more than makes up for it with attention to detail and seriously nostalgic World War 2 ambience. ★★★★

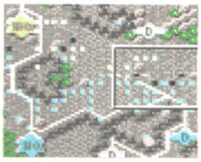
BACK SIDES
Emotional Pictures £25.99



AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE '93
Blue Byte £25.95



AP27 86% MW
Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare. ★★★★

BATTLE ISLE SCENARIO DISK ONE
Ubi Soft £19.99
AP18 78% MR
As data disks go this one is good value for money. *Battle Isle* fans, this is the place to come for lots more scenarios and lots more playing time. ★★★

BAT 2
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. Nice one. ★★★★

BC KID
Ubi Soft £25.99

AP19 89% GP Top 100 No.86
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

BEAVERS
Grandslam £25.99

AP26 71% SC
Adequate cute platformy antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special. ★★★

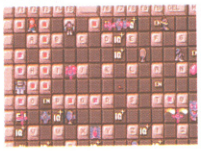
BILL'S TOMATO GAME
Psygnosis £29.99
AP21 81% TT Top 100 No.43
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre and thoroughly original gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes.

With a hundred levels involving all sorts of puzzles, this will keep you going for ages. ★★★★★

BODY BLOWS
Team 17 £26.99

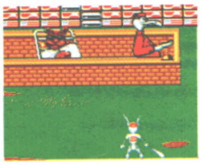
AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of accuracy. The only downer is how long you can bash your mates before it gets boring. ★★★★★

BUG BOMBER
DMI £25.99



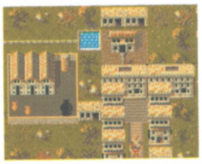
AP17 83% SC Top 100 No.45
Basically it's *Dynablaster* with twiddly bits. It's slightly better than *DB* as a one-player game but not as good for multi-player fun and good looks. Overall, though, dead fab. ★★★★

BUNNY BRICKS
Silmarils £25.99



AP19 36% AP
Breakout meets baseball meets a bunny. Bad. ★

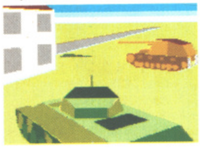
CAESAR
Impressions £29.99



AP19 84% DG
Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Generally, it's pretty good. Blimey. ★★★★

CALIFORNIA GAMES 2
US Gold £25.99
AP18 52% RR
This will receive a fair recommendation when it arrives in the budget bin where it belongs. The only truly surprising thing about *California Games 2* is the price. £25.99? Get real, dudes (as I believe young people say nowadays). ★★

CAMPAIGN
Empire £34.99



AP19 83% JD
And here's another decent wargame. *Pacific Islands* meets, um, some other good war-type game. Strategy-tastic, and probably still a bit much for zapping fiends, but a lovely game for anyone with the slightest beam of light creeping through the closed door of their mind. ★★★★

CARL LEWIS CHALLENGE
Psygnosis £25.99

AP17 83% DG
These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★★

THE CASTLE OF DOCTOR BRAIN
Sierra £34.99

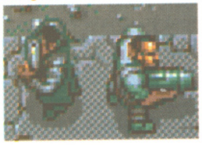
AP18 61% DG
If you want to expand your kids' minds then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control. Not a very large game. ★★

CATCH 'EM
DMI £25.99

AP18 69% RP
If you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliins* then perhaps you could make something of *Catch 'Em* too. Try it, you might like it. ★★★

CHAMPIONSHIP MANAGER '93
Domark £25.99
AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead. ★★★

THE CHAOS ENGINE
Renegade £25.99



AP22 89% SC Top 100 No.14
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable. ★★★★★

CHUCK ROCK 2 – SON OF CHUCK
Core £25.99

AP24 83% MW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters. ★★★★

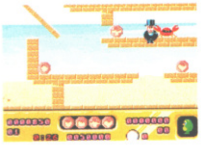
COHORT 2
Impressions £29.99

AP26 52% MW
Roman battle sim that works either as add-on for *Caesar*, or as a stand-alone strategy wargame. By themselves, the battles tend to be confusing rather than enthralling, while the fact that you can win without giving a single order is a little, er, suspicious from the tactical involvement point of view. ★★

COMBAT AIR PATROL
Psygnosis £29.99
AP23 88% MW Top 100 No.59
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun, and the most enjoyable flight sim since *Knights Of The Sky*.
★★★★★

COOL WORLD
Ocean £25.99
AP21 59% TT
Enjoyable (if unoriginal) platform game with clumsy character control as its main fault. The link to the film is tenuous to say the least. ★★

CRAZY SEASONS
Idea £25.99



AP17 73% LB
Cutesy, platform puzzler featuring an overweight penguin trying to save the universe. Not exceptionally original but very playable.
★★★★

CREATURES
Thalamus £25.99

AP24 20% SC
A cutesy, platformer type of affair where the only real entertainment comes from the single-screen torture scenes. Pixel-perfect jumps prove tiresome, and come to think of it, so do most of the other features. Not at all a fun experience. ★

CRYSTAL KINGDOM DIZZY
Code Masters £19.99

AP23 25% SC
Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date, so making it cost three times as much as the rest has to be a bit of a mistake. ★

CURSE OF ENCHANTIA
Core Design £34.99

AP19 87% LE Top 100 No.46
A game that could well out-monkey the definitive *Monkey Island*. With such a high degree of humour this adventure is well on its way to becoming a classic. It's slightly overpriced and some of the puzzles are a little obscure but these are minor quibbles. Overall this is a great game. ★★★★

CYBERBLAST
Innerprise Software Inc £25.99
AP17 61% GP
Uninspired *Gauntlet* clone. Scrolly, mazey, shooty thing that plays well but isn't overly interesting.
★★★

CYTRON
Psygnosis £29.99
AP21 61% SC
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze shooting other robots and splitting up into two little robots occasionally. Lots of other options liven things up, but only for a few minutes. ★★

DARK QUEEN OF KRYNN
SSI £32.99

AP19 67% JD
Yet another Krynn game, just the same as every other Krynn game you've ever seen. (And if you've never seen one, they're primitive RPGs with ridiculous price tags and as much user-friendliness as a pit bull terrier with its tail caught in a door.) The graphics are a bit better than usual, though.
★★★

DARKSEED
Cyberdreams £34.95

AP22 88% MW Top 100 No.61
Giger-designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach.
★★★★★

DESERT STRIKE
Electronic Arts £29.99

AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).
★★★★★

DOODLEBUG
Core Design £25.99

AP19 83% SC
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it certainly gives them a run for their money. ★★★★

DRAGON'S LAIR 3: THE CURSE OF MORDREAD
Ready Soft £34.99

AP22 24% TT
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. Offers no lasting enjoyment. ★

DUNGEON MASTER/ CHAOS STRIKES BACK
Psygnosis £25.99
AP21 81% AP
Standard RPG fare packaged in a thoroughly playable and atmospheric package of two games. *Dungeon Master* is the old one, *Chaos Strikes Back* the newie, and you'll either love them or hate them both, depending on your views on RPGs. ★★★

ENTITY
Loricel £25.99

AP25 74% SC
The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads? ★★★

ESPAÑA GAMES '92
Ocean £29.99

AP17 38% MS
Huge variety of events but getting to them is a real chore. And they don't look too hot when you manage it. Not really worth the bother. ★

EUROPEAN CHAMPIONS
Idea £25.99
AP17 4% SC
Before the horrors of *International Rugby Challenge*, this was the lowest mark we'd ever given to a full-price game. 'Nuff said? ★

EURO SOCCER
Flair Software £25.99
AP22 39% JD
Yet another game which fails to challenge *you-know-what* as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under 'S'. ★★

EXODUS
Demonware £29.99
AP22 58% DG
Very hard to get into, with no help from the manual. Loads to tackle if you can manage to break through, but not particularly rewarding unless you're prepared for months of space exploration and engine maintenance.
★★

FASCINATION
Tomahawk £29.99

AP17 67% JD
Moderately groovy French adventure with a female central character. Nice and straightforward but tends to be a bit too linear. It looks great, too, although some of the scenes might trouble the less liberal-minded. Sexy or sexist? You decide. ★★★

FIREFORCE
ICE £25.99

AP19 56% SC
Green Beret for the '90s. The 1890s, that is. ★★

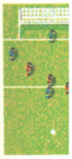
FLASHBACK
US Gold £37.99

AP25 92% MW
Another *Another World*, only this time the graphics a
there's a gooc
gameplay. Th
animations ha
believed, and
adventure pla
coming back
pricey, and sc
frustrating, bu
major milesto
Ooh yes. ★★

FOOTBAL
Simulmondc
AP17 53% G
Laudable effc
you want real
real life? It's
grips with cor
particularly e
Football can
much better.

G-LOC R3
US Gold £25
AP18 7% LE
Possibly the
programmed
unimpressive
ever seen. It'
rubbish. 'Nuf

GOAL!
Virgin £30.9



AP26 82% T
Kick Off 3 in
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Sensible So
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GOBLIIN
Coktel Visic
AP21 78% M
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few annoyin
make this ac
times. Well

GRAHAM CLASS C
Audiogenic
AP26 80%
Definitely th
so far. Thou
a worthwhile
much deper
the patience
never a fast
even at the
options, a g
crap sound.
★★★

GUY SP
ReadySoft

AP17 33%
Oh dear, if
everything.
those carto
looks fabul
fun to play.
direction, ju

the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes. ★★★★★

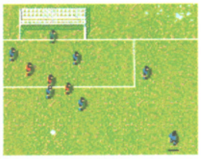
FOOTBALL CHAMP
Simulmondo £25.99

AP17 53% GP
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with control-wise, and not particularly entertaining when you do. Football can be, and has been, done much better. ★★

G-LOC R360
US Gold £25.99

AP18 7% LE
Possibly the most dismally programmed, boring and unimpressive piece of software we've ever seen. It's expensive, tacky, and rubbish. 'Nuff said. ★

GOAL!
Virgin £30.99



AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of Sensi's super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★

GOBLIINS 2
Coktel Vision £29.99

AP21 78% MW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go. ★★★★

GRAHAM GOOCH WORLD CLASS CRICKET
Audiogenic £29.99

AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that?
★★★

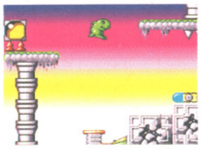
GUY SPY
ReadySoft £29.99

AP17 33% AP
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. It's a step in the right direction, just not a very big one. ★

HISTORY LINE
Blue Byte £34.95

AP22 87% RL Top 100 No.20
Wargames don't come much better than this. A World War 1 strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do. ★★★★

HOI
Hollyware £25.99



AP17 60% GP
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing.
★★★

HUMANS
Mirage £25.99

AP19 70% DG
Nice idea behind this puzzley thing, but it's too dull and slow to keep your interest for very long, and the horrible controls don't help. ★★★

HUMANS – JURASSIC LEVELS
Mirage £19.99 data disks, £29.99 stand-alone

AP26 63% MW
Another 80 levels for the game that's trying so hard to be *Lemmings* that it hurts your fillings. Puzzles tend to be frustrating rather than fun – if you liked *Humans*, you'll love this. Otherwise, avoid. ★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts and US Gold £34.99

AP21 90% GP Top 100 No.57
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this.
★★★★★

INDIANA JONES AND THE FATE OF ATLANTIS – THE ACTION GAME
US Gold £25.99

AP22 36% MW
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

INTERNATIONAL RUGBY CHALLENGE
Domark £25.99

AP26 2% SC
Worse than death. ★

JOE AND MAC CAVEMAN NINJA
Elite £25.99

AP22 22% SC
Horrible graphics, tragic control system and uninspiring gameplay combine to make this a true turkey. Don't waste your cash. ★

KGB
Virgin £30.99

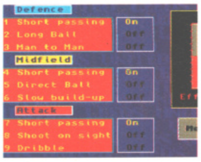
You see what I did to him, Petka! What I don't get is why you made me take the lo...

AP21 87% TN
An adventure game that steers well clear of the well-worn 'myth and magic' themes, and instead goes with a well-researched contemporary approach. The atmospheric graphics and numerous characters give it depth, but the linear storyline leaves little scope for exploration.
★★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99

AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain-tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform puzzler. ★★★

LEEDS UNITED CHAMPIONS
CDS £25.99



Defence
1 Short passing On
2 Long Ball Off
3 Man to Man Off
Midfield
4 Short passing On
5 Direct Ball Off
6 Slow build-up Off
Attack
7 Short passing On
8 Shoot on sight Off
9 Dribble Off

AP21 74% AP
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football management game around, it's a lot better than the worst. It also suffers from being inextricably tied to Leeds United football team, which means that however good it is, some people just aren't going to buy it. ★★★

LEGEND OF KYRANDIA
Virgin £35.99

AP19 89% LE Top 100 No.80
Gorgeous adventure with an excellent difficulty curve, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

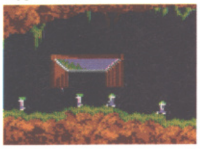
LEGENDS OF VALOUR
US Gold £39.99

The fellowship of the Asegeir welcome all potential novice

Do you require initiation rites ?

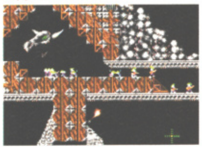
AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright. ★★★★

LEMMINGS DOUBLE PACK
Psygnosis £29.99



AP21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all-time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price is a shame. ★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99



AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original. ★★★★★

LETHAL XCESS
Eclipse £TBA

AP25 70% MW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either. ★★

LINKS
US Gold £37.99

AP16 70% MS
Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison.
★★★

LIONHEART
Thalion £25.99

AP22 88% MR Top 100 No.74
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time.
★★★★★

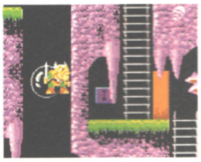
LOCOMOTION
DMI £25.99

AP19 84% SC
Arrange the tracks so the trains don't crash. Fun that the whole family can join in with, *Locomotion* is also a game that pushes your brain into overdrive. It's absorbing, addictive, admirable, and lots more besides. It's got a built-in construction kit so you'll never get bored with it. What more could you want? ★★★★

LORDS OF TIME
Hollyware £25.99

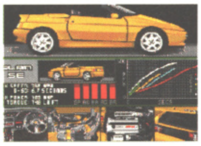
AP19 53% JD
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum.
★★

THE LOST VIKINGS
Interplay £29.99



AP27 87% TT
Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'.
★★★★★

LOTUS 3
Gremlin £25.99



AP18 74% MS
Crazy Cars 3 creams *Lotus 3* for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of *Lotus* has passed. ★★★

McDONALD LAND
Virgin £25.99

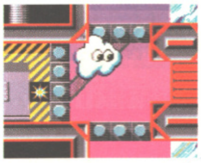
AP19 67% JD

Uninspiring 8-bitty NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

MATCH OF THE DAY
Zeppelin £25.99

AP19 51% AP
With a user interface that drives you nuts, *Match* comes in as a very bad management sim. It's too fiddly and lacking in action to match up to *Graeme Taylor's* and is mediocre at best. Everything about it says "Go for one of the other management sims".
★★

MORPH
Millennium £25.99



AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – what more do you need? ★★★★

MOTORHEAD
Virgin £15.99

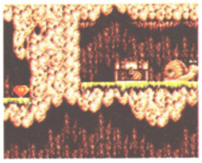
AP21 71% MW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's a good price. Professional and fun, it's worth a look. ★★★

NICK FALDO'S GOLF
Grandslam £34.99

AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf

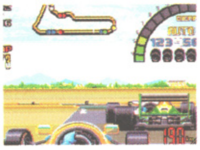
feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

NICKY BOOM
Microids £25.99



AP21 50% GP
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored. ★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99
AP21 78% TT



It's a racing game, and no better or worse than many others on the market today. It's fun to play though, and the large number of courses and interesting background graphics should give it a long shelf life. The sound's a little weak, but it's a small complaint for such a good game.
★★★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)
Gremlin £25.99

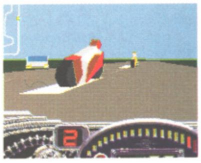
AP25 52% SC
Not really very enhanced at all. Still quick to get into though. ★★

NIPPON SAFES
DMI £29.99

AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaction' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it. ★★★★★

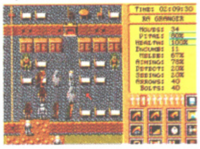
NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP21 75% RL
A children's game which parents will also enjoy, it's easy to play and gives lots of learning opportunities. Heavy disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at.
★★★

NO SECOND PRIZE
Thalion £25.99



AP19 84% TN Top 100 No.19
Red Zone the way it should have been done – this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot. ★★★★

PALADIN 2
Impressions £29.99



AP19 61% LE
A strategy/RPG that's reasonably playable, but when you get into it you inevitably discover it's got no real substance whatsoever. Still, the construction kit extends the life a little beyond this point. ★★★

PAPERBOY 2
Mindscape £25.99
AP17 28% RP
If you want to be a paperboy, get a job delivering papers. ★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC Top 100 No.6
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game. ★★★★★

PIRACY
ICE £29.99

AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

PLAN NINE FROM OUTER SPACE
Gremlin £34.99
AP18 36% RL
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. There are plenty of other things to blow 35 quid on. And just why does a game which includes a 'free' video cost more than Gremlin's standard releases? ★★

POOL
Virgin £25.99

AP19 82% SC Top 100 No.18
The follow-up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead. ★★★★

POPULOUS 2: THE CHALLENGE GAMES
Electronic Arts £14.99
AP21 49% GP
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. For *Populous* perverts only.
★★

PREMIERE
Core Design £30.99

AP17 84% MR
At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. If Bruce Willis were a computer game, he'd probably be *Premiere*. ★★★★

PREMIER MANAGER
Gremlin £25.99

AP22 80% TT
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process.
★★★★

PROPHECY
Mirage £25.99
AP17 29% SC
Very, very like *Super Wonder Boy*, only not as good. ★

PUTTY
System 3 £25.99

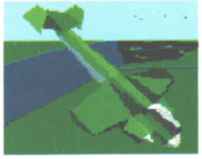
AP18 90% MR Top 100 No.28
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around.
★★★★★

RAGNAROK
Mirage £34.99

AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not. ★★★

RAMPART
Domark £25.99
AP21 66% SC
Great fun in the two-player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

REACH FOR THE SKIES
Virgin £30.99



AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun.
★★★

RED ZONE
Psygnosis £25.99

AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and combined with the controls make this a definite miss.
★★

ROAD RASH
Electronic Arts £25.99

AP19 70% SC
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3*.
★★★

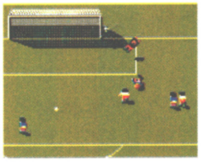
ROBOSPORT
Ocean £29.99
AP21 64% RL
Sophisticated strategy/action game of robo-warfare. Plenty of scope for tactics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be.
★★

ROME AD 92
Millennium £25.99
AP19 59% LE
It's quite fun at first as the story unfolds and your quests start. The statics are nice and the whole thing seems like a good idea until you've played it for a long time. If only a little more were happening it would be a cracking little adventure.
★★★

SABRE TEAM
Krisalis £25.99

AP19 68% LE
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be really good. If only it wasn't for that damn lack of speed.
★★★

SENSIBLE SOCCER '92/'93 SEASON
Renegade £25.99 stand-alone /£3.95 upgrade

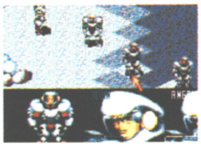


AP21 94% SC Top 100 No.1
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goalkeepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it: 1. Why not? and 2. Get this one instead.
★★★★★

SHADOW OF THE BEAST 3
Psygnosis £29.99

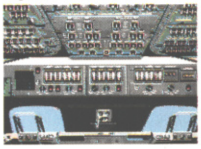
AP18 71% SC
A sweet game to play but you're not getting enough for your 30 quid. More fun than the other two *Beast* games and there's no free T-shirt (that's a very big plus, by the way). There's just not very much to it. ★★★

SHADOWORLDS
Krisalis £25.99



AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★

SHUTTLE
Virgin £30.00



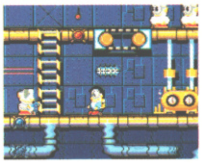
AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★

SIM CITY DELUXE
Infogrames £29.99

AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SIM EARTH
Ocean £34.99
AP17 41% JD
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

SINK OR SWIM
Zeppelin Premier £25.99



AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*.
★★

SLEEPWALKER
Ocean £25.99

AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it.
★★★★

SLEEPW VERSIOI
Ocean £25.

AP24 84%
Pretty much
normal vers
used in the
yeah, and t
opening se
Oooohh.
★★★★

SPACE (VOYAGI
Gremlin £2
£14.99 (dat
AP23 80%
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Crusade, v
offering any
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★★★★

STREET
US Gold £

AP22 74%
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Body Blow
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to the arca
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★★★★

SUPER
Titus £25.

AP27 26%
A major let
Cauldron
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cauldron.

SUPER
Team 17

AP26 78%
First of a '
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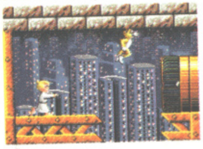
can do be
★★★

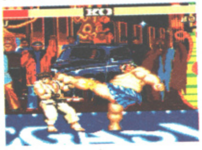
SLEEPWALKER A1200 VERSION
Ocean £25.99 Top 100 No.97



AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Oooohh.
★★★★

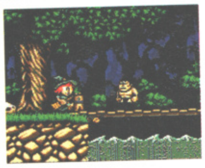
SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically.
★★★★

STREET FIGHTER 2
US Gold £27.99



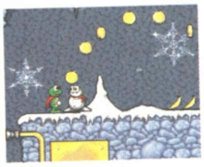
AP22 74% SC
The coin-op conversion that everyone was waiting for, *SF 2* is the second-best beat-'em-up – after *Body Blows*. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A brilliant two-player game, a little less fun for one.
★★★★

SUPER CAULDRON
Titus £25.99



AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup. ★

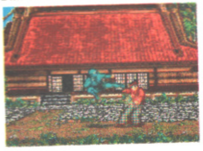
SUPERFROG
Team 17 £26.99



AP26 78% MW
First of a 'new generation' of console-influenced Amiga games, this is a super-smooth, super-fast, super-cute platformer with no need at all to mention *Sonic The Hedgehog* (I mentioned it once, but I think I got away with it). Thoroughly slick and professional presentation, but, for all that, *Superfrog* lacks just a certain something in terms of charm. Come on, Team 17, we just *know* that you can do better.
★★★

SUPER TETRIS
MicroProse £29.99
AP17 54% SC
Tetris with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing.
★★

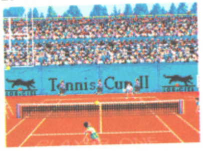
SWORD OF HONOUR
DMI £25.99



AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

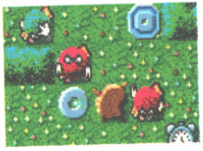
TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT Top 100 No.92
A console beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun.
★★★★

TENNIS CUP 2
Loriciel £25.99



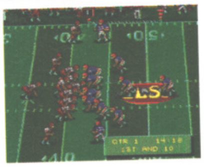
AP17 72% MS
The control system is difficult to get to grips with at first, but, once mastered, it makes this one of the better tennis sims. Good looking with lots of options. All this and Inspector Clouseau announcing the scores – what more could you want?
★★★★

TINY SKWEEKS
Loriciel £25.99



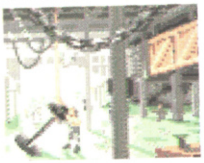
AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though.
★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99



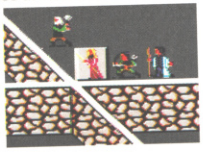
AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans. ★★★★

TRANSARCTICA
Silmarils £29.99



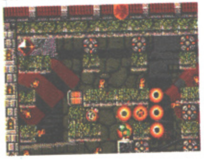
AP23 64% MW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff. ★★

TREASURES OF THE SAVAGE FRONTIER
US Gold/SSI £32.99



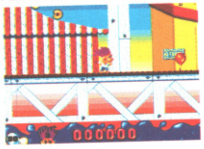
AP19 34% LE
An out-of-date RPG when compared to the likes of *EOTB* and *Storm Master*. It's slow with a disgusting amount of disk accessing and no hard drive installation option. It shows how an old formula can go stale when pushed too far, and this has been pushed too far. ★★

TRODDLERS
Storm £25.99



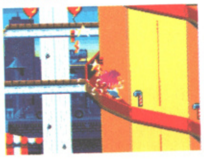
AP18 89% AP
The best elements of some of the best styles of gameplay in history combined in one cute package, and it works. Two styles combine to make a classic game in its own right. It's better than *Lemmings*, allegedly.
★★★★★

TROLLS
Flair £25.99



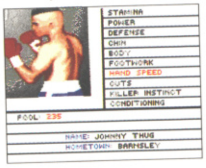
AP21 83% MW
If bright, cute and cheerful platform-type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it. The only thing that beats it for sheer cuteness value is... ★★★★

TROLLS (ENHANCED 1200 VERSION)
Flair £25.99



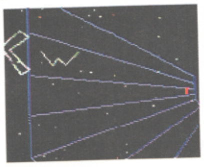
AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

TV SPORTS: BOXING
Mindscape £14.99



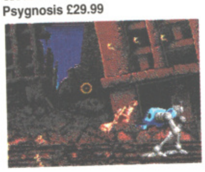
AP19 56% AP
Well, it's the best job anyone's made of a boxing game so far. Sadly, it's still a boxing game, and it leaves a fair bit to be desired in the lasting-appeal department. ★★

VEKTOR STORM
Inova Games £29.99



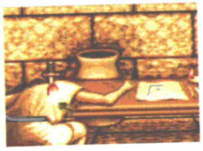
AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame. ★★

WALKER
Psygnosis £29.99



AP24 85% MW Top 100 No.58
Strut around in a huge metallic blue chicken and kill everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster. ★★★★

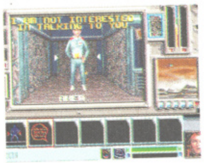
WAXWORKS
Accolade £34.99



AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there are also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★

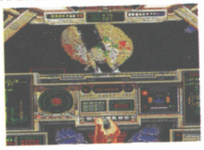
WEEN
Coktel Vision £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status.
★★★★

WHALE'S VOYAGE
Flair £29.99



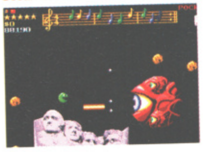
AP27 59% MW
Hugely sophisticated RPG/adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario. Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle.
★★

WING COMMANDER
Mindscape £34.99
AP21 55% MR



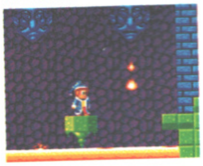
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups.
★★★★ (for the... A1200)

WIZKID
Ocean £25.99



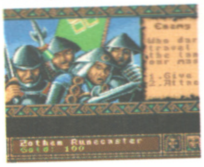
AP15 91% MR Top 100 No.15
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). If you don't buy *Wizkid*, your life really will be a lot poorer.
★★★★★

WOODY'S WORLD
Vision £25.99



AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to *Super Mario Brothers*. There's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be *really* into running, jumping and banging stuff with your head, that is. ★★★

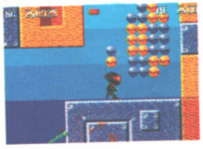
WORLDS OF LEGEND
Mindscape £TBA



AP26 59% MW
Well, *Legend* was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. Specifically, it's exactly the same game engine, only this time with a different adventure – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original *Legend* (now out on budget, economy fans) unless you've already played the first one to death and want more like it. ★★★★

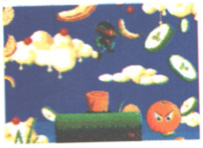
WWF EUROPEAN RAMPAGE
Ocean £25.99
AP22 18% JD
Minimal control system, inferior graphics and practically non-existent gameplay. Quite simply a completely crap beat-'em-up that vies for your dosh by cashing in on WWF mania. Don't bother. ★

ZOOL
Gremlin £25.99



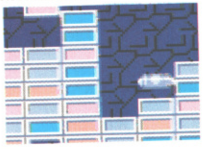
AP18 90% LE Top 100 No.71
Heralded as a *Sonic*-beater, but let's face it, it isn't. Still, it IS one of the Amiga's finest and zappiest platformers, and a good attempt at beating the consoles at their own game. You should, though, check...
★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99



AP24 78% TT Top 100 No.71
...this. Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200.
★★★★

ZYCONIX
Accolade £24.99



AP19 63% LE
Decent mix of several puzzle-game standards (*Tetris, Columns, Klax*, you know the score), which doesn't really have enough character of its own to stand out from the crowd. All right, but unremarkable.

AMIGA POWER BACK ISSUES

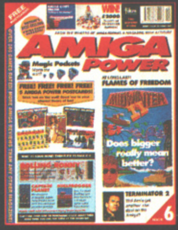
1 May 1991
Reviewed: *Eye Of The Beholder, Cybercon 3, Gods.* **On the disk:** *Bombuzal.**

2 June 1991
Reviewed: *Megatraveller* and *Monkey Island!* **On the disk:** *Kid Gloves* – the complete game!

3 July 1991
Reviewed: *F-15 Strike Eagle 2, Deuteros* and *Toki.* **On the disk:** *Exile, Prehistorik* and great PD!*

4 August 1991
Reviewed: *Jimmy White's Snooker* – and more! **On the disk:** *Beast Busters, The Executioner* and PD!*

5 September 1991
Lemmings preview. *Mega lo Mania* reviewed. **On the disk:** *Barbarian 2,* plus five great PD games!*



6 October 1991
Reviewed: *Midwinter 2, Magic Pockets, Rodland.* **On the disk:** *Rolling Ronny, Captain Planet.**

7 November 1991
Reviewed: *F1 Grand Prix, Blues Brothers, Lotus 2, Robocod.* **On the disk:** *Leander, Video Kid.**

8 December 1991
Reviewed: *Populous 2, First Samurai, Knights Of The Sky.* **On the disk:** *Cisco Heat, Elvira Arcade.**

9 January 1992
Reviewed: *Smash TV, Birds Of Prey* and more! **Double disk:** *Knights Of The Sky, Puggles.*

10 February 1992
Reviewed: *RoboCop 3, Another World, Leander* and more! **On the disk:** *Mr Wobbly Leg* PD etc.

12 April 1992
Reviewed: *Parasol Stars, Titus The Fox, Vroom.* **Double disk:** *Titus The Fox, Project X, Rome.*

13 May 1992
Reviewed: *Apidya, Project X.* **Double disk:** *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Reviewed: *Eye Of The Beholder 2, Fire & Ice, Pushover.* **Double disk:** *Legend, Aqua Ventura.*

15 July 1992
Reviewed: *Wizkid, Sensible Soccer, Monkey Island 2.* **Double disk:** *Galactic, Amega Race.*

16 August 1992
Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan.* **Double Disk:** *D/Generation, Troddlers.*

18 October 1992
Reviewed: *Zool, Putty, Lotus 3, Troddlers, Beast 3.* **On the disk:** *Lotus 3* and *Tearaway Thomas.*

19 November 1992
Reviewed: *Assassin, Doodlebug, Rome AD92.* **On the disk:** *Doodlebug, Metamorphosis.*

20 December 1992
Reviewed: *BC Kid, Pinball Fantasies.* **On the disk:** *Bill's Tomato Game, Fire & Ice, Lethal Weapon.*

21 January 1993
Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.* **On the disk:** *Sensi Soccer, Trolls.*

22 February 1993
Reviewed: *Street Fighter 2, Chaos Engine, Alien*^{3}*, Lionheart.* **On the disk:** *Alien*^{3}*, Arabian Nights.*

23 March 1993
Reviewed: *Legends of Valour, Combat Air Patrol, Sleepwalker.* **On the disk:** *Body Blows, Sleepwalker.*

24 April 1993
Reviewed: *Lemmings 2, Chuck Rock 2, Walker.* **On the disk:** *FA Premier League Football, Dong.*

25 May 1993
Reviewed: *Desert Strike, Flashback* and *Arabian Nights.* **On the disk:** *Beavers* and *Entity.*

26 June 1993
Reviewed: *Goal!, Worlds Of Legend, Superfrog.* **On the disk:** *Graham Gooch Cricket, Defender.*

27 July 1993
Reviewed: *Morph, Lost Vikings, Battle Isle '93, Super Cauldron.* **On the disk:** *Yo! Joe!* and fab PD.

AMIGA FORMAT SPECIALS

From the same folks who bring you AMIGA POWER, Amiga Format Specials are packed 'as full as jam is' with Amiga facts, figures and fun. And they're only £5.00 each!

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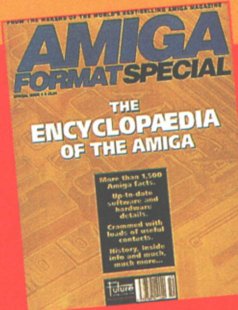
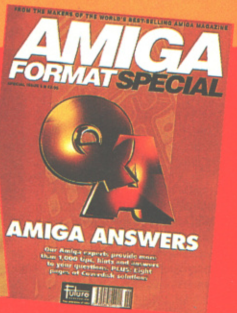
Issue 5: The Questions And Answers Special. Got a question? Then this is where you'll find the answer to it. And hundreds of others.





*Please note: disks 1,3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible.

THE RIGHT PROFILE

She's not from Berlin. And she's not a violet. But she is Violet Berlin, a super-talented lady making her way in a male-dominated industry. Right on!

And how *did* Violet get her name? Well, we didn't ask her. Oops.

What do you believe in?
Love.

What was the first thing you said today?
"Hello Cato, are you hungry?"

Who's your favourite historical figure?
Joan of Arc – she was a true romantic heroine.

What's your Number One object of desire?
A grand piano.

What have you got in your pockets?
I give up. *(What? – Ed) (It's a 'The Hobbit' gag. – Other, non-culturally-inadequate member of staff)*

> **"Chun Li's long-lost half-sister. Or something."**

What's Andy Crane really like?
A joy to work with.

If you could be in a computer game, which one would it be?
Street Fighter 2... maybe as Chun Li's long-lost half-sister. Or something.

Is there anything or anyone you'd kill for?
I hope I never have to find out.

Would you vote for the Maastricht treaty?
Yes – provided it included the Social Chapter.

What's your favourite Bruce Springsteen song?
Bruce who?

Are video games killing pop music?
No. They're probably siphoning funds away from some teeny bands, but computer/video games will never be able to replace the emotional reach of music.

What's your favourite planet in the Solar System (except for Mars)?
Earth (I haven't visited the others).

When did you last break the law?
When I didn't pay my poll tax.

What single question do you most want to know the answer to?
"Who were the true authors of the Beowulf poem?"

What's the nicest thing anyone's ever said to you?
"No, I'll get these."

Who would play you in a film of your life?
It'd have to be angel-voiced rock and acting legend Toyah Wilcox.

What one thing do you think would most improve the software industry?
More women involved in every aspect.

What would you like your epitaph to be?
"Here lies Violet G Berlin who confounded medical experts by living to the age of 100,000 without looking a day older than 25."

CURRICULUM VITAE

Name: Violet Green Berlin
Date of birth: 2.1.68 in Zonguldak, Turkey
Marital status: Single

Education:
1979–86 Burlington Danes School, London
CSE Office Practice with Typing
'O' Level English Literature, English Language, Maths, History, Geography Religious Education, Music, German
'A' Level English, Music, German

1986-1989 University Of Durham
BA (Hons) Degree in English Language And Medieval Literature (Grade 2 Division 1)

Employment history

Sep 1989 – Feb 1990
Researcher/writer for Saturday morning TV show The Wide Awake Club and sister show Wacaday. Also story and poetry writer for children's show It's Stardust.

Feb 1990 – Feb 1991
Researcher/presenter of kids' Granada TV show Cool Cube.

Feb – April 1991
Presenter for BBC TV Children's Natural History series WildBunch.

May 1991 – June 1992
Freelance broadcaster, work including Director's Assistant on pop videos, and starring in pantomime.

July 1992 – Aug 1992
Motoring expedition around former Eastern Bloc.

Aug 1992 – Feb 1993
Freelance broadcaster/journalist, work including regular column in The Observer Magazine and presenting Bad Influence.

Feb 1993 – present
Freelance broadcaster/journalist, work including weekly computer games slot on GMTV, a twice-daily challenge show on The Children's Channel (BSkyB), weekly Radio 5 appearances, regular column in Young Telegraph newspaper, and a syndicated regional press column.

Hobbies and Interests
I can play the piano, bassoon and ukelele, and read Anglo-Saxon and Old Norse. But I don't do any of them much these days.

Ambitions
I'd like to have my novel of the decade about time travel published, and I want a pilot's licence. To fly aeroplanes with.

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PROGRAMMED BY *JOE BOSTIC, SCOTT K. BOWEN.*
TEXT BY *DONNA J. BUNDY, RICK GUSH.*
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Screen shots taken from the Amiga version

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NEXT MONTH!

Right. Come on. Get a grip. This time, we're really going to make an effort at telling you what's going to be in the next issue of Britain's brightest Amiga games magazine (this one, you clots). First up, we should have a fab feature which details just exactly how we go about reviewing and marking games, but in a slightly 'unusual' way. Um... and some other stuff. Er... damn. Nope, it's no good, our crystal ball's failed again. You'll just have to wait until August 12 and buy it. Sorry. We tried.

Hired Guns – it might jus actually be i next month. No, really.

STAR
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a
Screen shots taken from the Amiga version
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AMIGA POWER ISSUE 28 AUGUST 1993

WHAT?

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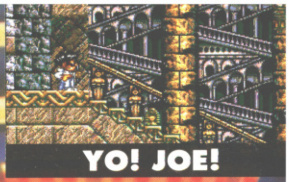


YO! JOE!

DON'T BUY AN AMIGA GA

AM P

A MAGAZINE WITH *ATTITUDE*

DIRTY BUSINE

Corporations go cra
Syndicate – reviewed i

THE PAST, THE PRESENT, THE FUTURE!

YOURS WITH ISSUE 28 OF AMIGA POWER

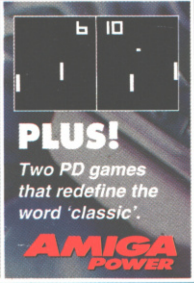
4 ANOTHER CLASSIC QUARTET

STARDUST TUNNEL

Impossibly exciting and tricky 3D tunnel section from brand-new Finnish coding whizz-kids Bloodhouse.

F1 CHALLENGE

Exclusive track from Team 17's spiffing new racing game.



PLUS!

Two PD games that redefine the word 'classic'.

AMIGA POWER